PlayStation®

NTSC U/C

PlayStation®

CAESARS PALACE™ II

CAESARS PALACE

EVERYONE

E

CONTENT RATED BY ESRB

SLUS-00780
MN-PSX-879-0

Interplay™

BY GAMERS. FOR GAMERS.™

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CAESARS PALACE™ II
Instruction Manual and
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User's manual and Covers
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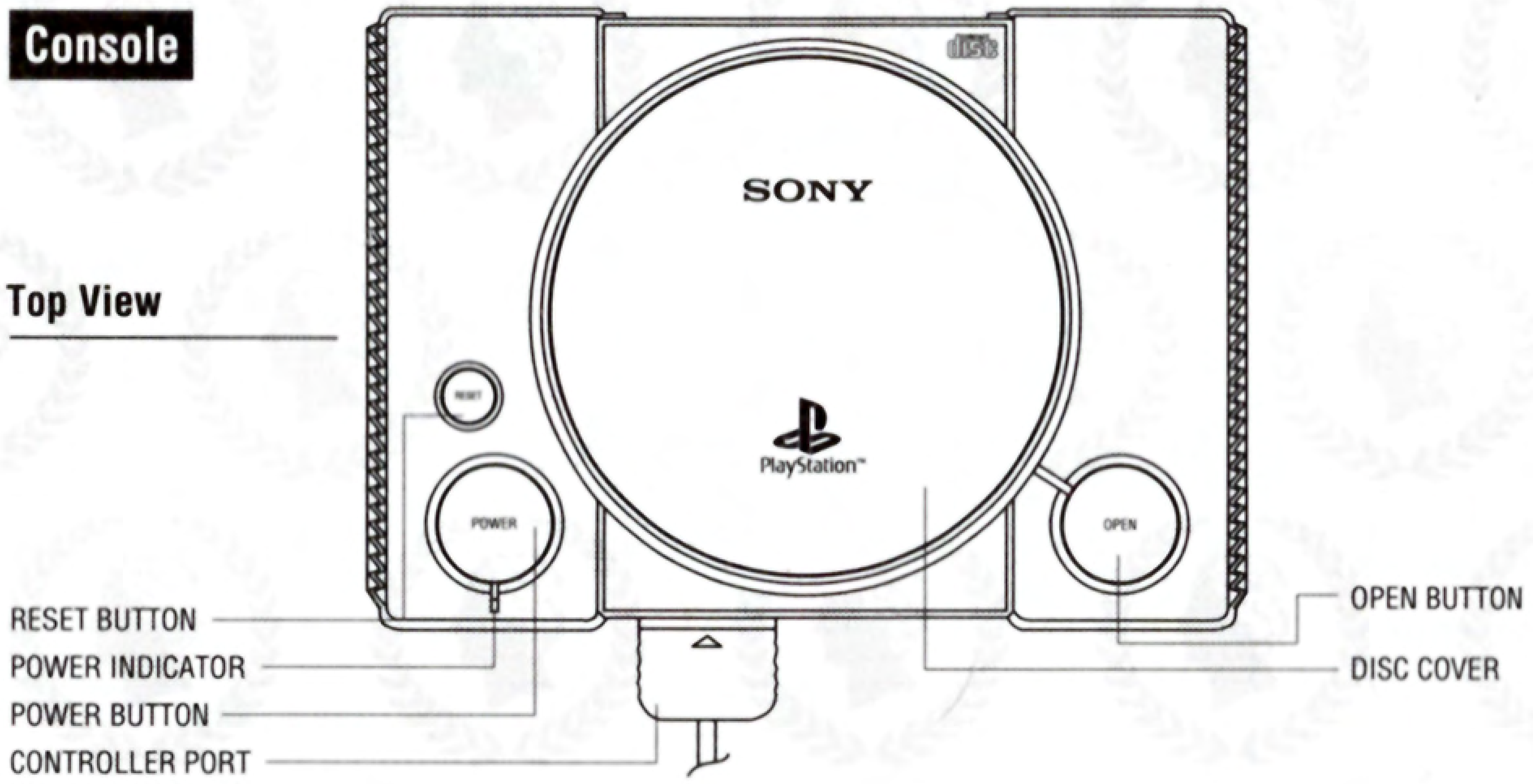
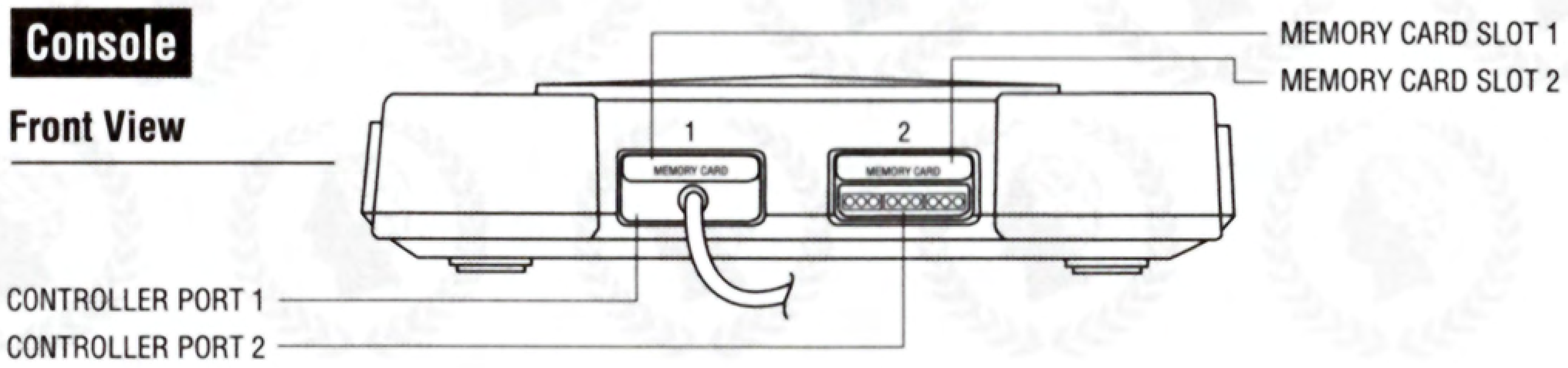
START UP

Set up your PlayStation® game console according to the instructions in its instruction manual. Make sure the power is off before inserting or removing a compact disc. Insert the Caesars Palace II disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on screen instructions to start a game.

Warning!

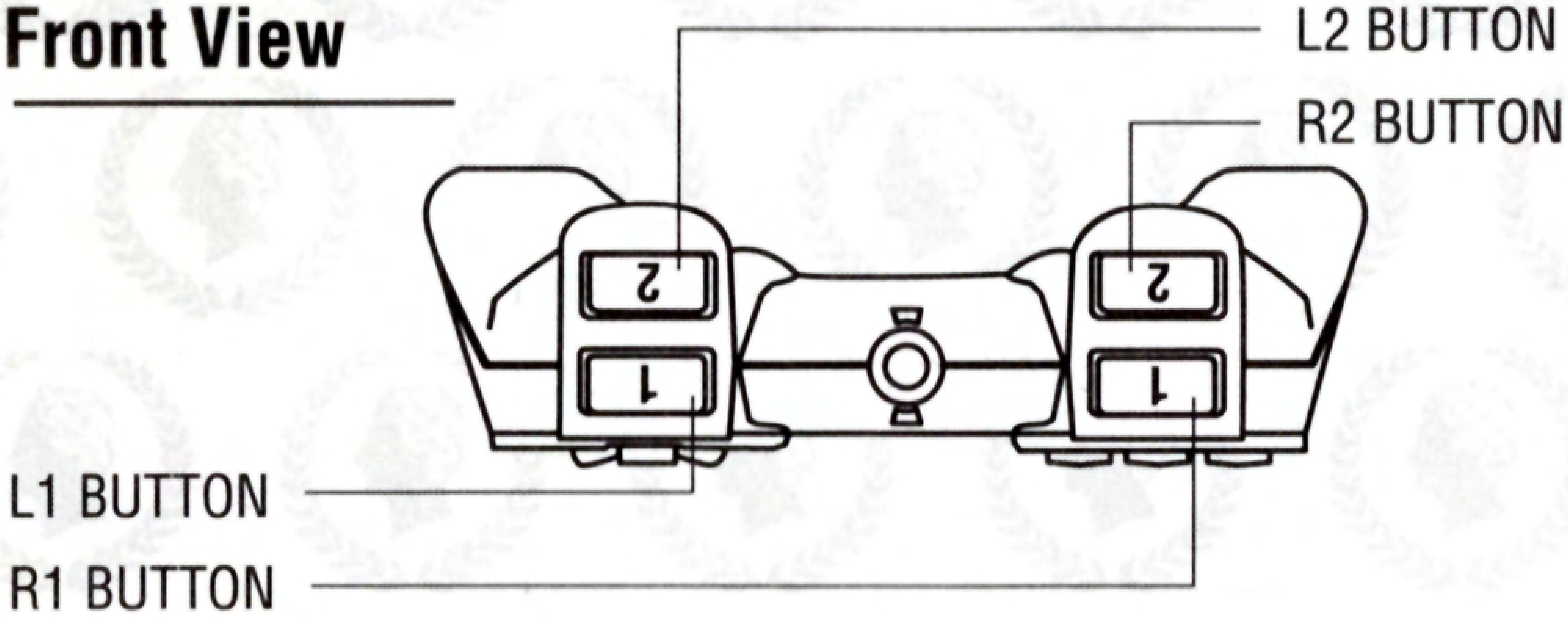
Do not insert or remove Controllers or any other peripherals once the power has been turned on.


Console
Top View
SONY
PlayStation
RESET
POWER
OPEN
RESET BUTTON
POWER INDICATOR
POWER BUTTON
CONTROLLER PORT
OPEN BUTTON
DISC COVER

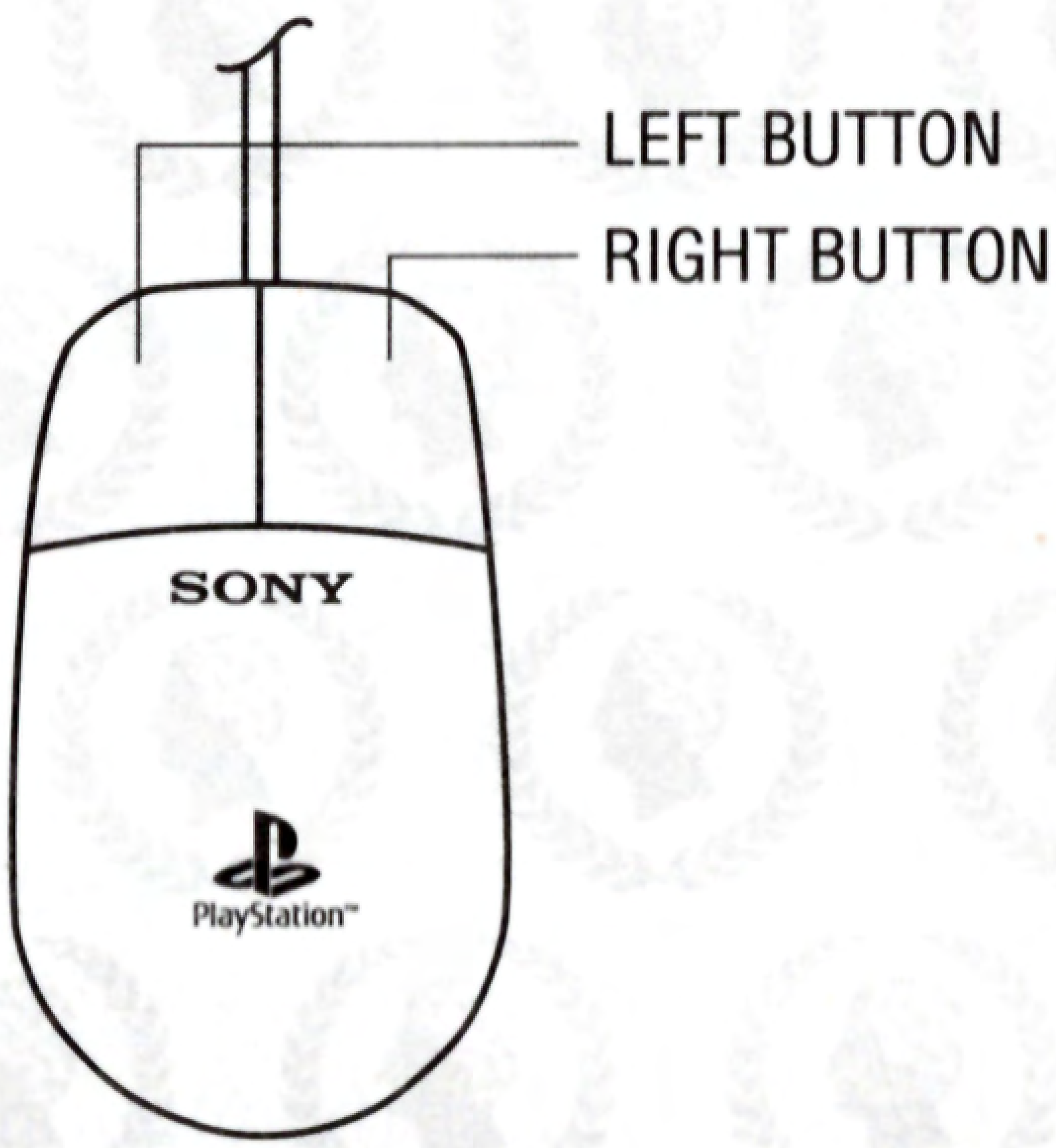

Console
Front View
MEMORY CARD SLOT 1
MEMORY CARD SLOT 2
1
2
MEMORY CARD
MEMORY CARD
CONTROLLER PORT 1
CONTROLLER PORT 2

CONTROLS

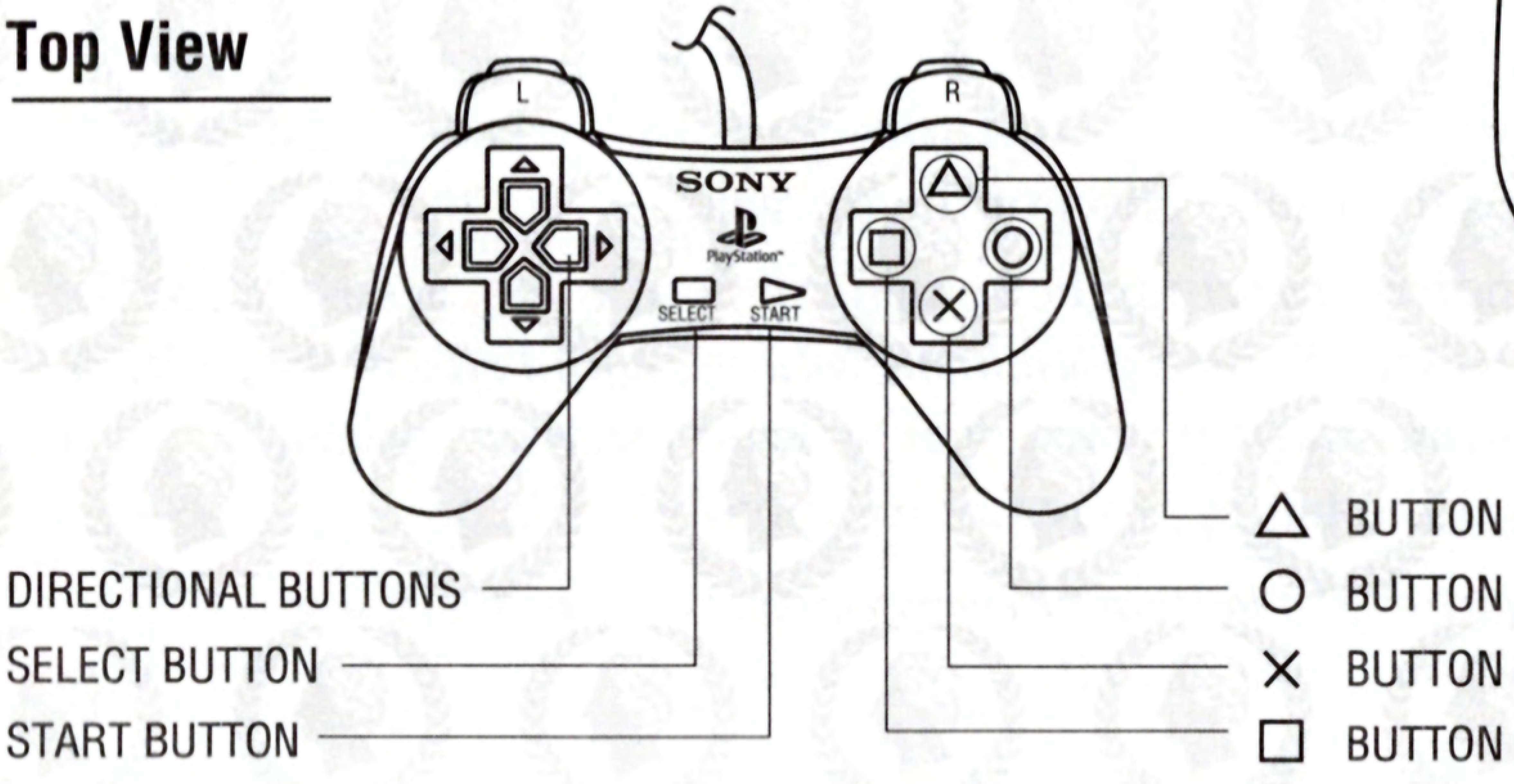
Front View


L2 BUTTON
R2 BUTTON
2
2
1
1
L1 BUTTON
R1 BUTTON

Mouse


LEFT BUTTON
RIGHT BUTTON
SONY
PlayStation

Top View


L
R
SONY
PlayStation
SELECT
START
△ BUTTON
○ BUTTON
✕ BUTTON
□ BUTTON
DIRECTIONAL BUTTONS
SELECT BUTTON
START BUTTON

NOTE: In Blackjack and Roulette, to be able to access the "General Preference" menu, you need to right click the mouse on the outside of the table (away from any betting selections).

Analog Controller

L
R
SONY
START
PlayStation
SELECT
ANALOG

NOTE: Multitap Support is only available in Port 1.
Memory Card functions only in Memory Slot 1.

INTO THE PALACE

After you've set up your Playstation, inserted the Caesars Palace II CD, and turned on the power, you'll be presented with a set of movies and logos. You can skip through those by pressing the X button, or you can watch them all the way through. The first screen you come to after those will be the Title Screen, which gives you these options:

- **Start Icon**
- **Options Icon**

Start: Pressing X on the Start icon (or "X") option will take you to Caesars Palace Reception, where you can ***enter the casino, load players from a saved game, save players for later, edit players***, and ***view the statistics of your players.*** To read more about these options, flip to the next section of the manual.

Options: Press the Options icon to set up the configuration of your Caesars Palace II game. This will allow you to set volume for ***ambient volume, sound effects, the position of your screen,*** and the ***configuration of your controllers*** and ***calibrate analog controllers.*** At any time, you can hit (▲) to return to a previous screen.

Chip Tip: Remember that at the bottom of every control screen, there are reminders of which buttons take you places!

RECEPTION

In Reception, you have the following choices:

Enter Casino: Once you've created and modified your players in the Edit Players screen, hit X on this option to enter the Lobby of the casino and choose your games!

Load Players: This option allows you to call back players from previous saved games to play again. In this screen, simply highlight the player you'd like to use and press X. You can load as many as 8 players into a game at a time, if you have saved that many.

Save Players: This option allows you to save a player in the current game (which includes players, statistics, bank balance and controllers set up), to come back and play another day!

Edit Players: If you want to play, you'll need a name. Player 1 is the default name, but you can change that. Just click on ***Edit Players*** and you'll be taken to a screen that shows a list of up to 8 players available. Highlight your player, press X, and use the Directional button to move to ***Del***. Press X to delete the letters in the player's name and then use the Directional button and the X button to select a new name of up to 8 characters. Once you're done, click on ***OK*** and move back to Reception using the (▲) button.

View Statistics: Clicking on ***View Statistics*** allows you to see the ability and luck of your player. Highlight the player you want to see statistics for, press X, and then move across to select the player whose statistics you'd like to view. You can scroll down using the Directional button. To view another player's statistics, hit (▲) then select the next player. When you're done, just hit (▲) to return to Reception.

THE LOBBY

Once you're in the Lobby, you have the following options:

Cashier: You can only borrow money from the Cashier if you have less than $100. The Cashier will loan you up to $2,000 at a time, up to a maximum of $10,000.

Progression Through the Table Limits: When you first enter the game you are given $2,000 and are only able to play on the lower limit tables of $1-100 and $10-1,000. Once you have returned to the Lobby with over $10,000 dollars, then you are invited to move up to the $25-2,500 table limit.

Once you accumulated and returned to the Lobby with over $100,000, you are then invited to play on the $100-10,000 tables. If you are lucky enough to gamble your way past $1,000,000, you will be invited to play on the highest table limit of $250-25,000.

The Games

Accepting any of these options allows you to choose which players (up to four players) will be taking part in a game and what controllers they'll be using. You can use any players that you've loaded in the Reception area (up to four players). You can choose the table limit amount for the game you would like to play.

In any of the games, you quit back out to the Lobby just by hitting the Select button. This will also give you all the options you have in the context of the game.

Player Setup: Any controllers that are plugged in at boot up will be recognized in controller set up and given a name (Player 1 etc.). Any controllers plugged in after boot up, need assigning by moving onto controller 1 and pressing X, then use directional buttons to scroll through available controllers, then press X.

To add a player to list or change player, click on empty or player name and press X. This will give you a list of available players (if playing Blackjack, also AI players). Just move onto the player you want to choose and press X.

To turn players off just move to the left of the tick and press X.

Blackjack: This is the classic game of 21. See the appropriate section for details on how to play.

Craps: A game of dice, and a game of strategy. See the appropriate section for details on how to play.

Roulette: This is a game of chance, in which you bet where the ball is going to drop into the wheel. See the appropriate section for details on how to play.

Mini Baccarat: The game of high rollers, all the rage in European casinos. See the appropriate section for details on how to play.

Poker Challenge: A selection of games based on the classic poker games. See the appropriate section for details on how to play.

Video Poker: A selection of other poker games, played on video screens. See the appropriate section for details on how to play.

Slot Machines: A wide variety of the standard one-armed bandit. See the appropriate section for details on how to play.

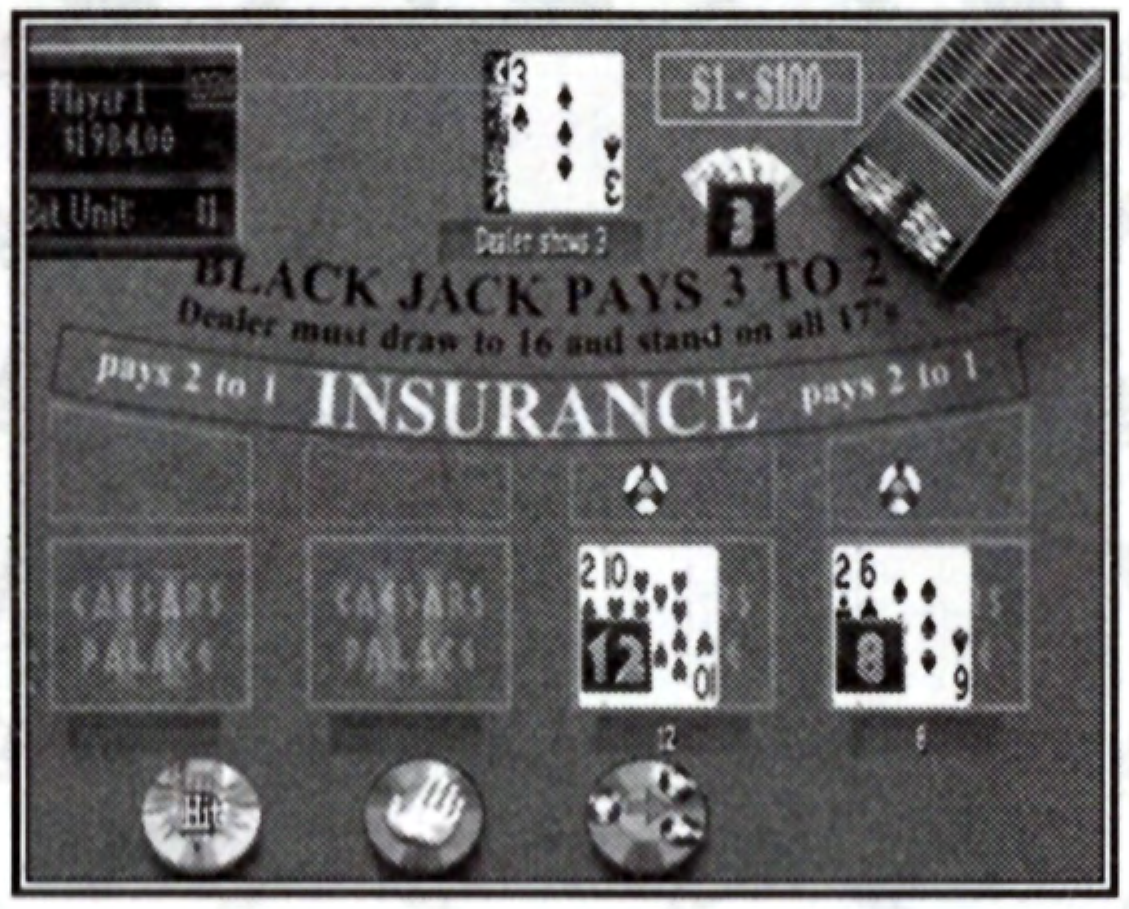
Keno: The classic game of luck.

Beginning a Game: If you have multiple players, the beginning of every game will ask you to select which players you want to use for that game. Just highlight the game port you want them to use, scroll through the players you want to use, and hit the Start Chip at the bottom of the screen when you're ready to go!

Chip Tip: ***Remember that no matter what game you play, hitting the Select button will give you a list of your options. If you're ever unsure of what you're doing, hit the Select button! When you reach this screen, remember this: Blue text is specific to the player whose turn it is. White text applies to all players.***

THE GAMES

Blackjack



Blackjack

When you enter the Blackjack area, you have a choice of table limits. This determines your minimum and maximum bet.

Blackjack is a game players play against the "house", or the casino. The object of the game is to achieve cards that add up to a number as close to 21 as possible. If the player goes over 21, he busts and is out of the hand. All cards are worth the numbers printed on them. Face cards are worth 10, and the ace is worth either 1 or 11, player's choice.

The game goes like this: Each player is dealt a single card, face up. Then each player is dealt another card. The dealer's first card is face down, but the second is face up. You're going to try to make sure your total is higher than the dealer's without busting. If your hand is higher than the house's hand, you win. If it's a tie, you "push". If it is lower, you lose. If either you or the house draw 21 with the first two cards, it's called Blackjack. If you draw it, you win. If the dealer draws it, everyone loses. If both the dealer and you draw Blackjack, you tie.

There are five buttons across the bottom of the screen. They are:

Speed Bet: This option automatically selects the amount of the last bet you made and prepares you for the deal.

Increase Bet: Every time you hit this option, you increase your bet by the amount you have chosen in the ***Change Bet Unit*** option.

Decrease Bet: This option decreases your bet by the amount you have chosen in the ***Change Bet Unit*** option. A newly increased bet will not take effect until the deal icon has been pressed.

Change Bet Unit: You can change your bet at the beginning of any hand. Use the Directional button to determine how high a wager you'd like to make. To add to the bet unit, move onto the chip and press X, to decrease the bet unit move onto chip and press (▲). Then move down to Done, and press X. This is your new bet unit, and you'll be using this bet unit as your basic bet until you change it.

Deal: Choosing this option begins the hand or ends your turn and moves on to the next player's turn.

After all players have selected their bets, the dealer passes out the cards. This is where the game gets interesting.

You can choose to **Hit**, which means you want another card. You can continue to Hit until you reach 21 or go bust.

You can choose to **Stand**, which means you're satisfied with your hand.

You can **Double** your bet, which means you put down another bet unit. You will be doubling your bet and will be dealt one more card.

On certain occasions, when your cards are identical (two 8s, for example), you can **Split**. This requires another bet unit on the table, and it allows you to play each card as a brand new hand. (All picture cards are counted as ten, so any combination of these can be split).

On occasion, the dealer will show an ace as the facing card. Then the dealer will ask you if you want Insurance. This means that you lay down half your bet on the chance the house has Blackjack. If you're right, you get your money back. If you're wrong, you lose that insurance money and continue to play normally.

Caesars Palace II includes a coaching screen that will pop up to advise you on your bets from time to time. Caesars Palace II also has the ***ability coach*** who will comment if you make a poor decision, so you know better next time. There is also a facility in the Options Menu to recommend bets to you. Just hit the Start button and move down to Recommend. The game keeps count of the cards and recommends a bet based on those statistics. You can see those statistics and learn to understand why the game makes the recommendations it does. Coaching can be turned off by going to the Select Menu, and changing coaching to off in the game options.

GOOD LUCK!

The Select Screen: Pressing select during play begins the following options.

Quit to Lobby: Exits you from Blackjack.

Recommend: Shows a screen based on your Strategy (below), and suggests your bet or your play.

Game Options: This screen allows you to do many things. Among them are:

- **ToolTips** – The text that appears on icons when they're highlighted.
- **Coaching** – This gives you your own personal coach, who can tell you how to bet more wisely.
- **Strategy** – You choose between Basic, Simple Count, and Complex Count, three different ways of keeping track of the cards that have been played already.
- **Number of Decks in Shoe** – The lower the number of decks in the shoe, the easier it is to count.

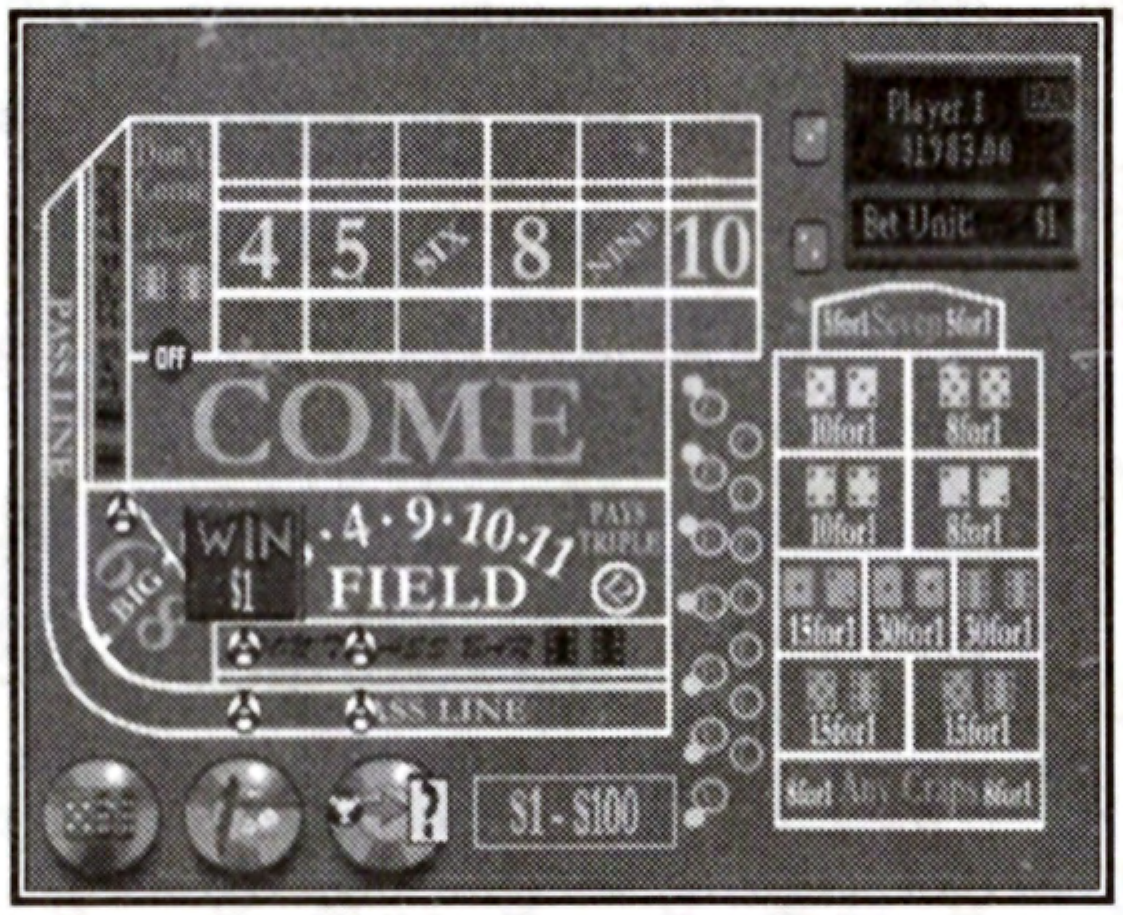
Extra Animations: Allows more animations in the game. The game plays more quickly with them off.

Return to Game: Just like the name says. This option will drop you back in the thick of the action.

Craps

Craps is, at its most basic level, a game about two dice. It's only when you throw in all the extra kinds of bets that it gets really complicated. Here's how it works:

The person rolling the dice is called the Shooter. Before the Shooter rolls the first roll, the player bets on whether the Shooter will roll a 7 or 11. Betting on the PASS line means that the player believes the Shooter will roll a 7 or 11. Betting on DON'T PASS means the player doesn't think the Shooter will hit those numbers. PASS and DON'T PASS can only be bet on for the Shooter's first roll.



Craps

If the Shooter doesn't hit 7 or 11 - or a 2,3 or a 12 (called craps) , which are automatic losses for everyone - the number rolled becomes the "point". The Shooter keeps rolling until the dice hit the point, 7, 11, or a craps, at which point the dice pass to the next Shooter.

The COME and DON'T COME bets are very similar to PASS/DON'T PASS, but they are opposite. With a 7 or 11 winning for the COME and craps losing. Any other roll shifts the bet onto that number. If that number is rolled again, the bet wins; a 7 loses, and all others allow the bet to remain. COME/DON'T COME can only be bet if this is not the Shooter's first roll. Once the point is established, or the COME/DON'T COME bets placed in a box, a player may bet up to double their original bet at the bet's real chance of winning. These bets are placed beside the original bets. Free Odds are the best odds bet in the house.

Players can also bet that a specific number will appear before a 7 by betting on the double line below the number; or that a 7 will be rolled before that number by betting on the line at the top of a number's box. The last main bet is the FIELD, where one of the listed numbers will be rolled on the next throw. 2 and 12 win triple here.

The right section of the table are Proposition bets, long odds for big payoffs. The four large boxes are betting that this double will be rolled before a 7 or any other version of this number. All other Proposition bets are one-offs, bets that the next roll will be a 7, craps, 12, 2, 11, 3, or an Eleven/Craps.

The Select Screen: See page 9.

Quit to Lobby: Exits you from Craps.

Recommend: This button gives you multiple hints as to strategy. Until you learn the game inside and out, you might want to consider coming here often!

Game Options: This screen allows you to do many things. Among them are:

- **ToolTips** – The text that appears on icons when they're highlighted

- **Coaching** – This gives you your own personal coach, who can tell you how to bet more wisely
- **Coaching Strategy** – You get to choose how your personal coach advises you: Conservative or Aggressive.
- **Coaching Style** – Allows you to set an additional coaching style - Betting RIGHT (that is, with the dice) or WRONG (against them)
- **Odds** – This sets the Odds at 1x, 2x, 5x, or 10x for your bets.
- **Maximize Odds** – Places the odds at the maximum.

Pay Out Animation Delay: Allows you to set the delay after each roll. You can set it to None, which will resolve the Wins and Losses quickly, Keypress, which requires a press of the key, or Timed.

Pay Out Animation Timer: when you have selected a Timed Animation Delay, this option determines how long it waits before moving on.

Odds/Place/Buy bet work on come-out:

On/Off

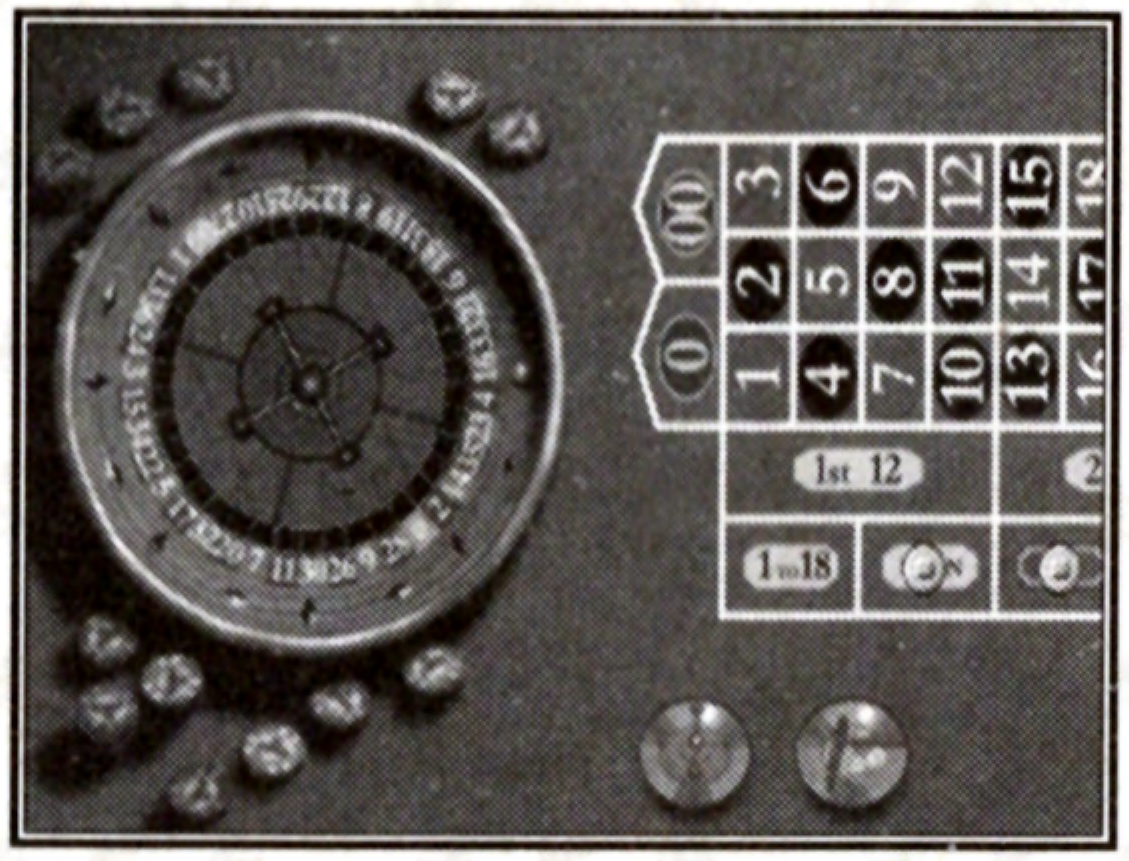
- **On** – When setting the point, any bet on the Odds/Place/Bet box will pay.
- **Off** – When setting the point, any bet on the Odds/Place/Bet box won't pay.

Extra Animations: allows more animations in the game. The game plays more quickly with them off.

Return to Game: Just like the name says. This option will drop you back in the thick of the action.

Chip Tip: ***Don't lose your courage when you're on a roll... and don't get too greedy!***

Roulette


Roulette

Roulette is a game that's fairly easy to master. You bet on the number you believe that the ball will drop into in the wheel. You can bet on the color the ball will land on (red or black; in this bet if the ball lands on green, the house wins), the exact number it lands on, a pair of numbers next to each other, an adjacent group of numbers, or whether the number is odd or even. Players can bet on a column of 3 numbers, placing their bets on the top line, or on any of 3 rows of 12 numbers by placing their bets in one of the left or right hand boxes. Players can also bet the number spun will be 1-12, 13-24, or 25-36, or even from 1-18 or 19-36. All that it takes to make a bet is to place a token on the selected area of the betting table.

All the numbers have a color. 18 are red, 18 are black, and 2 are green. The two green numbers are 0 and 00; they are automatic house wins, and if they come up, you can win only if you have bet on one of those two numbers.

To play the game, just choose your bet amount with the Change Bet icon and place your bets wherever you like on the table. A colored chip will represent your bet. Once you place a chip on the table, you cannot change your bet unit until the next turn. As always, you move with the Directional buttons and choose your target with the X. When you're ready to go, click on the Wheel icon, and watch the ball spin. If you're lucky, you'll collect a large bundle.

The Select Screen: See page 9.

Quit to Lobby: Exits you from Roulette.

Recommend: The Recommend Button will inform you of the odds facing you on the Roulette table.

Game Options: This screen allows you to do many things. Among them are:

- **ToolTips** – The text that appears on icons when they're highlighted
- **Coaching** – This gives you your own personal coach, who can tell you how to bet more wisely

Pay Out Animation Delay: Allows you to set the delay after each hand. You can set it to None, which will resolve the Wins and Losses quickly, Keypress, which requires a press of the key, or Timed.

Pay Out Animation Timer: When you have selected a Timed Animation Delay, this option determines how long it waits before moving on.

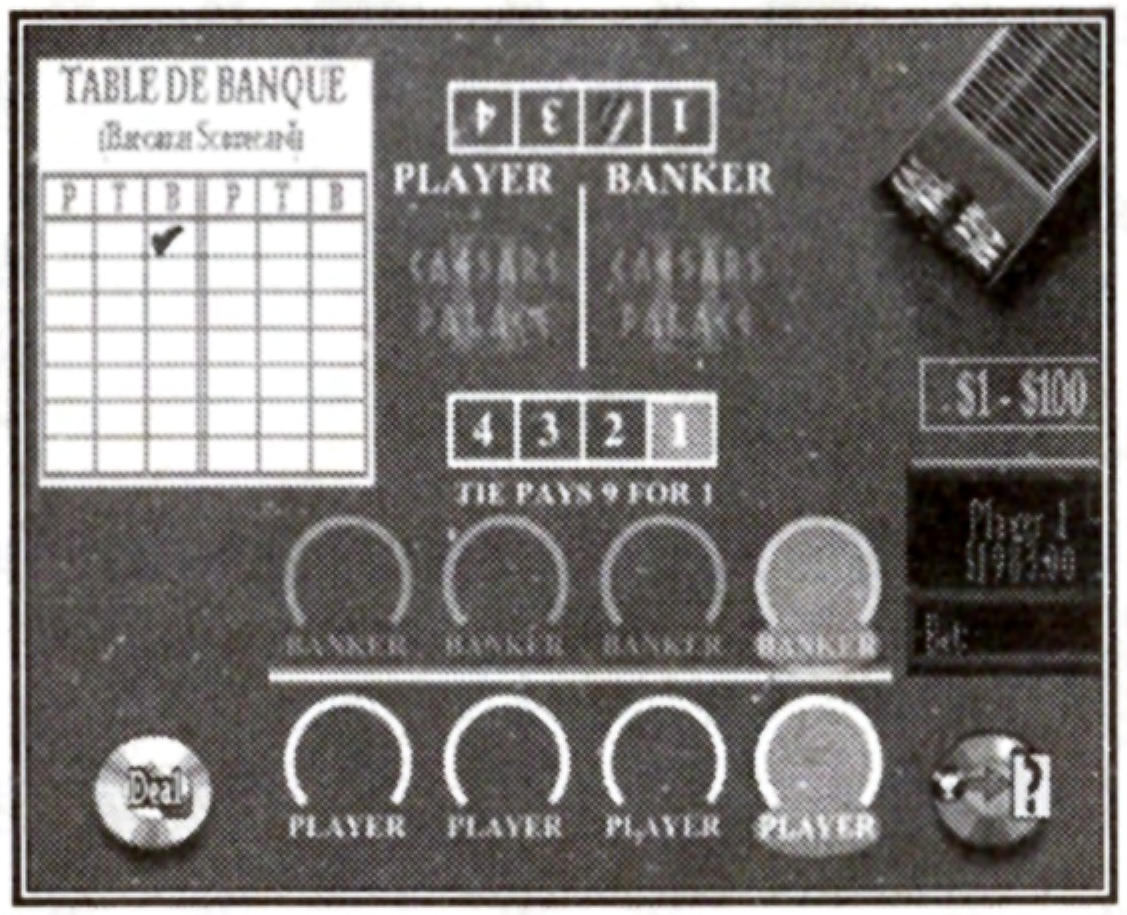
Extra Animations: Allows more animations in the game. It plays more quickly without them.

Chip Tip:* *Avoid 5 number combinations where the house enjoys a 7% edge over the player.

Mini Baccarat

Baccarat is a very popular game in European casinos. It's catching on at the Palace, too. It's a game for high rollers and those who aren't afraid to take a chance, and it holds great rewards for those who're daring enough to make a wager. These are the basics of the game.

Each player can bet on the Player's hand to be the highest, or they can bet on the Bank's. They can also bet that the two hands will Tie, though that's a long shot - approximately 14% of these bets win. Once everyone has made a bet, both hands are dealt. If one of them totals 8 or 9, the person holding that hand wins. If either hand exceeds 9, the tens digit is ignored. That is, if the cards a Player is holding equal 12, you just drop the 1 and make it a 2.



Mini Baccarat

If a Player's total is less than 6, he has to draw an extra card to add to his total. If the Bank's total is less than 7, and the player drew a card, the bank may have to draw an extra card too, depending on what was drawn. Three cards is the maximum drawn.

All card drawing is automatic. The bank has a slightly greater chance of winning because of the rules of the game, so when you bet on the Bank, you have to pay a 5% commission to make it up to them.

To play the game, simply choose your bet amount by clicking on the Change Bet Unit icon. After you've chosen your bet, return to the board, position the cursor on which position you'd like to bet on, and make your bet. When you're ready to go, hit the Deal icon and cross your fingers.

The Select Screen: See page 9.

Quit to Lobby: Exits you from Baccarat.

Recommend: Suggests placing a bet. There is not much more than that to Baccarat.

Game Options: This screen allows you to do many things. Among them are:

- **ToolTips** – The text that appears on icons when they're highlighted
- **Coaching** – This gives you your own personal coach, who can tell you how to bet more wisely.
- **Show Score Card** – You have the option of seeing how the last bets have fallen, by keeping track of them on your personal scorecard.
- **Show Rule Cards** – Turns the Rule Cards on and off. If they're on, you see why you were forced to take another card, why you've won, or why you've lost. A handy way of understanding how the game is played.

Pay Out Animation Delay: Allows you set the delay after each hand. You can set it to None, which will resolve the Wins and Losses quickly, Keypress, which requires a press of the key, or Timed.

Pay Out Animation Timer: When you have selected a Timed Animation Delay, this option determines how long it waits before moving on.

Return to Game: Just like the name says. This option will drop you back in the thick of the action.

Chip Tip: ***It's not a good idea to bet on the Tie!***

Poker Challenge

All Poker Challenge machines have the same payout:

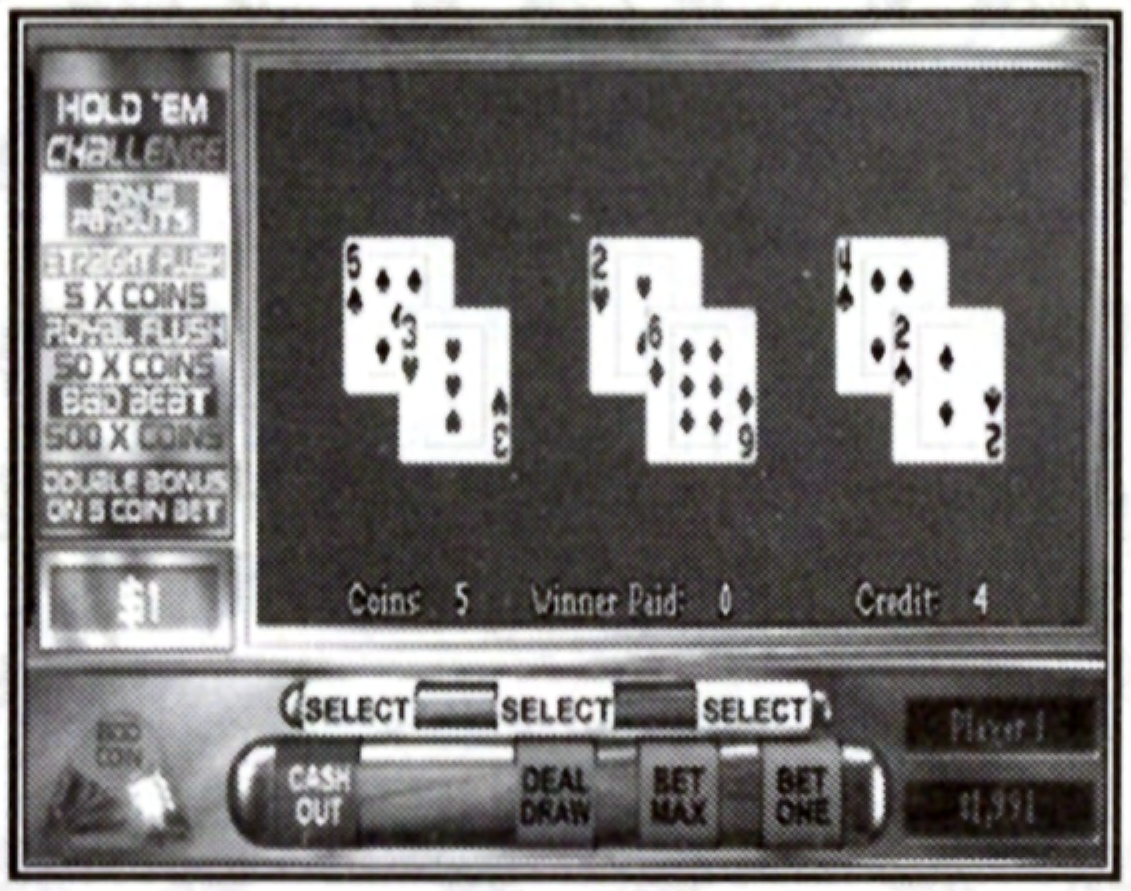
HAND	1-4 COINS	5 COINS
Straight Flush	**5 to 1**	**10 to 1**
Royal Flush	**50 to 1**	**100 to 1**
Bad Beat	**500 to 1**	**1000 to 1**

You can play 1 to 5 coins on any of the Poker Challenge machines. You win by beating all of the other hands. A win pays 1 to 1. If you are tied for the best hand, you will get your bet back.

A "Bad Beat" hand is when you have 4 of a Kind or better, and lose to a higher 4 of a Kind or better hand. Note that in the Hold 'Em Challenge games, if the winners are sharing the same 4 of a Kind, the "Bad Beat" jackpot is not awarded.

There are four games you can play in the Poker Challenge: *Double Hold 'Em Challenge, Hold 'Em Challenge, Double Stud Challenge, and Stud Challenge*. These are simple games, but they're also very entertaining.

Hold 'Em Challenges


HOLD 'EM CHALLENGE
BONUS PAYOUTS
STRAIGHT FLUSH
5 X COINS
ROYAL FLUSH
50 X COINS
BAD BEAT
500 X COINS
DOUBLE BONUS ON 5 COIN BET
$1
Coins 5
Winner Paid: 0
Credit: 4
SELECT
SELECT
SELECT
CASH OUT
DEAL DRAW
BET MAX
BET ONE

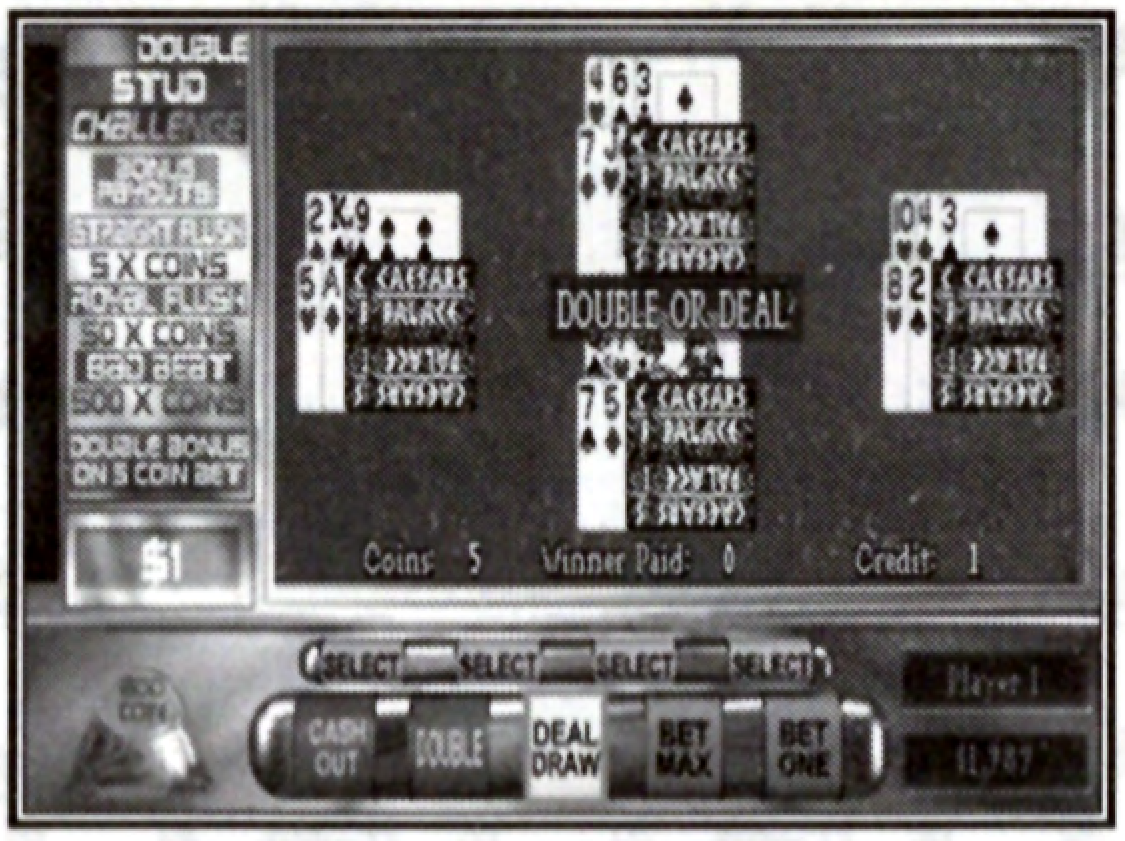
Hold 'Em Challenge

The Hold 'Em Challenges are essentially the same. In Double Hold 'Em, though, you have the ability to double your bet once you've seen the first few cards that are dealt. Also, you play against three other hands, where in Hold 'Em, you play against only two others.

Each Hold 'Em Challenge deals several sets of cards. You choose which one you want to play with. The machine deals out a hand in the middle, and you combine the cards you've chosen with the cards in the center of the table – as does everyone else. The best poker hand wins.

To play, simply use the Directional button to move the cursor over the coin slot, deposit as many coins as you wish to have on credit, and begin play.

The Stud Challenges


DOUBLE STUD CHALLENGE
BONUS PAYOUTS
STRAIGHT FLUSH
5 X COINS
ROYAL FLUSH
50 X COINS
BAD BEAT
500 X COINS
DOUBLE BONUS ON 5 COIN BET
DOUBLE OR DEAL
$1
Coins 5
Winner Paid: 0
Credit: 1
SELECT
SELECT
SELECT
SELECT
CASH OUT
DOUBLE
DEAL DRAW
BET MAX
BET ONE

Double Stud Challenge

Like the Hold 'Em Challenges, the Stud Challenges are essentially the same, though again the Double Stud Challenge has the option to bet a greater sum on the outcome once the first few cards have been revealed.

You are dealt seven cards in this game, and you use the best five to create a winning hand. In Double Stud Challenge, you see only the first five before you're asked if you want to double your bet. Once you've made your choice, the remaining cards are revealed and you discover if you've been lucky.

The Select Screen: See page 9.

Quit to Lobby: Exits you from Poker Challenge.

Recommend: Suggests your bet or your play.

Game Options: This screen allows you to do many things. Among them are:

- **Coaching** – This gives you your own personal coach, who can tell you how to bet more wisely

Deal Cards on Select: This automatically deals cards once you have selected a hand.

Coins Added Simultaneously: Allows you to add more coins to the credits.

Coin Denomination: Changes the denomination of the coin you bet with, as low as 5 cents and as high as $100.

Extra Animations: Allows more animations in the game. Play is quicker without them.

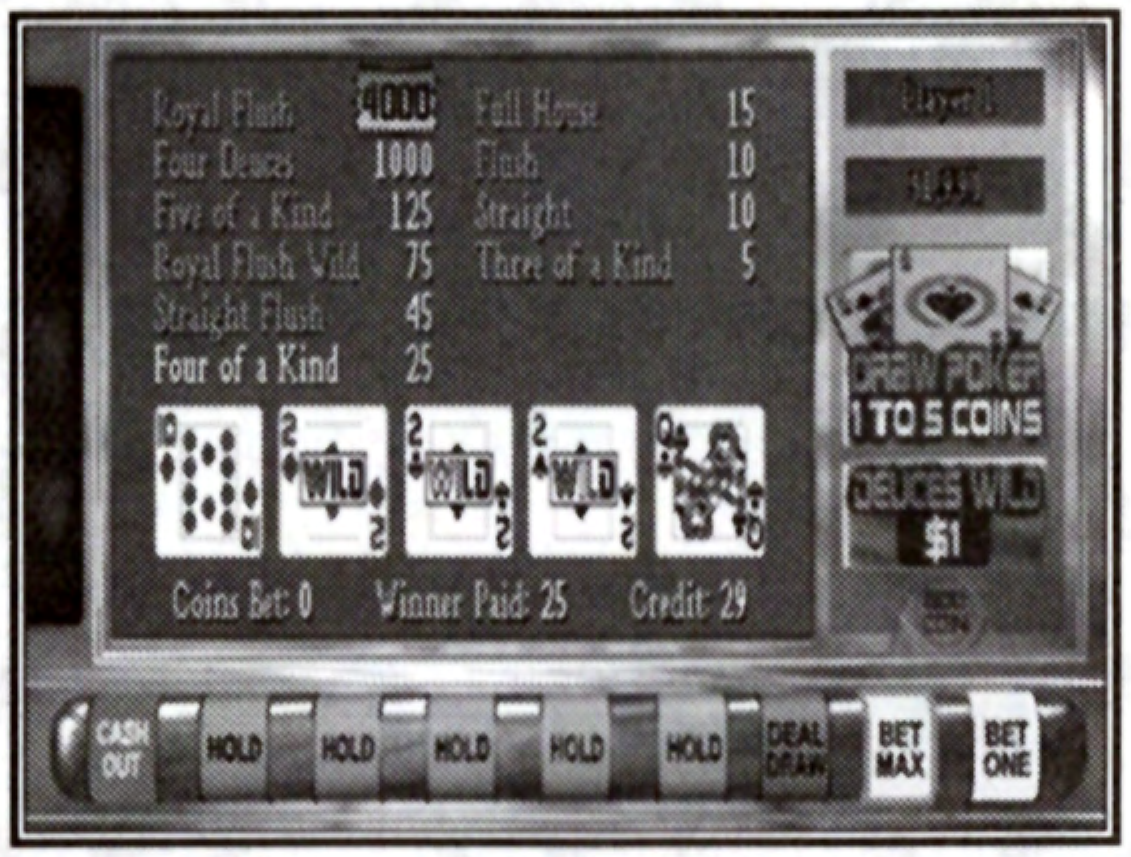
Return to Game: Just like the name says. This option will drop you back in the thick of the action.

To move on to the next player, move onto player info box and press X.

These are the rankings of winning poker hands:

Royal Flush (The highest-ranking cards of a suit; that is, A, K, Q, J, and 10, all of the same suit)
Straight Flush (Similar to a Royal Flush, only the cards can be any in a sequence)
Four of a Kind
Full House (Three of a kind combined with a pair)
Flush (All cards of the same suit, not in any particular order)
Straight (Cards that go in a sequence; for example, 6, 7, 8, 9, 10)
Three of a Kind
Two Pair
Pair

Video Poker



Royal Flush	4000	Full House	15
Four Deuces	1000	Flush	10
Five of a Kind	125	Straight	10
Royal Flush Wild	75	Three of a Kind	5
Straight Flush	45		
Four of a Kind	25		

Coins Bet: 0 Winner Paid: 25 Credit: 29

Deuces Wild

There are four versions of Video Poker, and all of them have their own twists. ***Deuces Wild*** is a game in which the 2s become wild cards, thus improving your chances of getting an excellent hand. ***Jokers Wild*** does much the same thing, only it uses Jokers instead of 2s. ***Tens or Better*** looks for a pair of Tens or better to win any prizes, as does its partner, ***Jacks or Better***, which, obviously, requires pairs of Jacks or better to win.

Each of these games is set up in much the same way. You place your coins in the slot by positioning the cursor over the coin slot - up to five coins per bet – and choose whether to bet the maximum amount or a single coin. When your hand is dealt to you, you choose the cards you want to keep by clicking on the ***Hold*** button underneath each card. The cards you do not Hold are discarded, and you are given new cards. If your new hand matches the winning criteria listed on the screen above the cards, you win!

The Select Screen: See page 9.

Quit to Lobby: Exits you from Video Poker.

Recommend: Suggests your bet or your play.

Game Options: This screen allows you to do many things. Among them are:

- **Coaching** – This gives you your own personal coach, who can tell you how to bet more wisely

Coins Added Simultaneously: Allows you to add more coins to the credits.

Coin Denomination: Changes the denomination of the coin you bet with, as low as 5 cents and as high as $100.

Extra Animations: Allows more animations in the game. Play is faster without them.

Return to Game: Just like the name says. This option will drop you back in the thick of the action.

To move onto the next player, press up from add coin and press X.

Chip Tip: ***If you hold a winning hand with the first deal, you'll see the winner board above the cards light up. Watch (look) carefully!***

Slot Machines

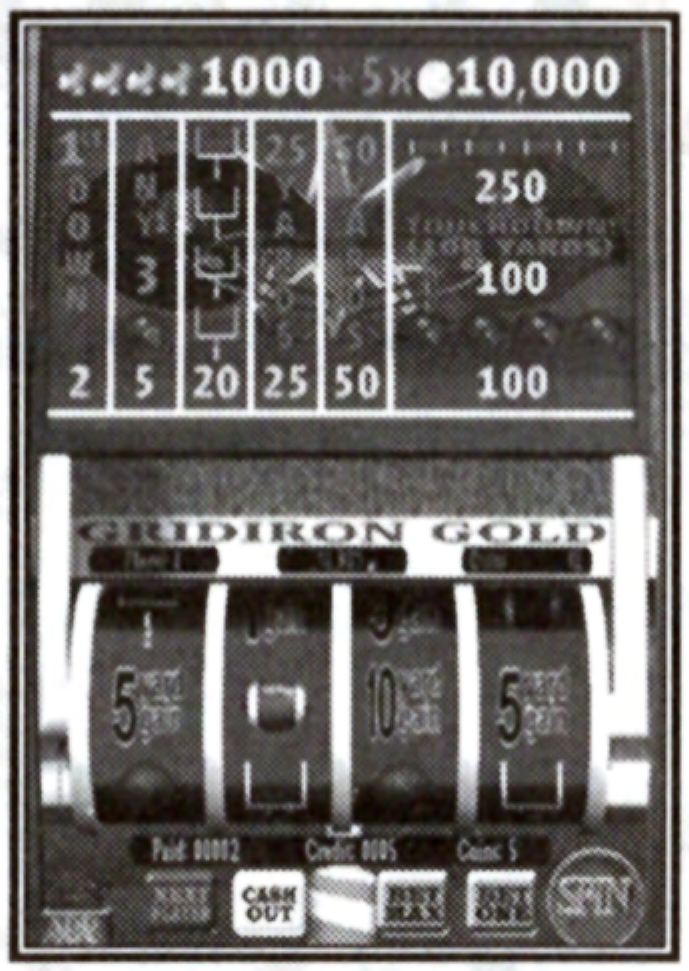
Caesars Palace has an impressive array of slot machines. Though they are different on the surface, each of them is fundamentally the same: You put your money in the machine and hope that it lands on a winning combination.

These are the games you can choose:

Gridiron
4th of July
Pirate's Gold
King's Ransom
Classic Progressive
Classic Bars

The main difference between these games is the pay rates they give out. Here are the winning combinations:

When you win, the screen will automatically scroll up showing you the payout details. To scroll down press X. To view payouts press & hold (▲).



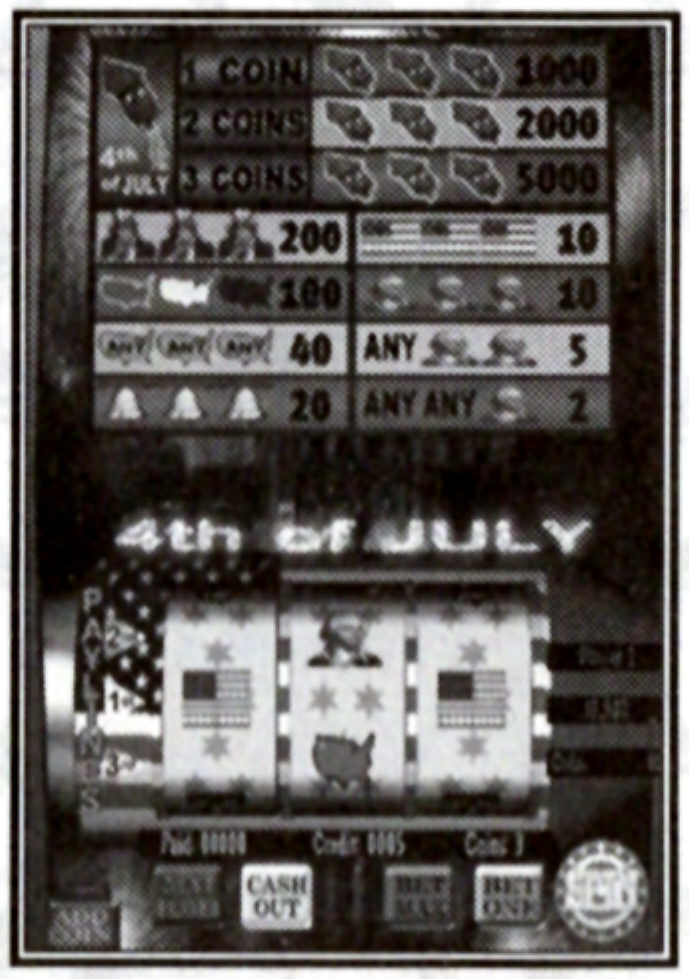
Gridiron

GRIDIRON

Result	*(x number of coins)*
Trophy-Trophy-Trophy-Trophy	**1000 (5 coins wins 10,000)**
Football-Football-Football-Football	**250**
Touchdown (100 yards)	**100**
Helmet-Helmet-Helmet-Helmet	**100**
50 Yards	**50**
25 Yards	**25**
Goalpost-Goalpost-Goalpost-Goalpost	**20**
Any 3 Helmets	**5**
First Down (ten yards)	**2**

The Gridiron machine has 4 reels and one pay line. You can play 1 to 5 coins. The largest jackpot is only available if you bet 5 coins.

In some ways, Gridiron functions as a normal slot machine, if you get 4 footballs, you are awarded 250 coins per coin you bet. However, if you get any combination of yardage markers totaling between 10 and 24 yards, you are awarded double your coins back. If you get yardage markers totaling between 25 and 49 yards, you get 25 times your bet back. If you get yardage markers totaling between 50 and 99 yards, you get back 50 times your bet. And if you score a touchdown (100 or more yards), you get 100 times your bet back. Watch out for the referee with the penalty flag. He will blow his whistle and subtract 5 yards from your total yardage.



4th of July

4th OF JULY

Result	*1 coin*	*2 coins*	*3 coins*
Firecracker-Firecracker-Firecracker	**1000**	**2000**	**5000**
Uncle Sam - Uncle Sam - Uncle Sam	**200**	**200**	**200**
Red Map-White Map-Blue Map	**100**	**100**	**100**
Any Map-Any Map-Any Map	**40**	**40**	**40**
Liberty Bell -Liberty Bell -Liberty Bell	**20**	**20**	**20**
Flag-Flag-Flag	**10**	**10**	**10**
George - George - George	**10**	**10**	**10**
Any 2 George Washington	**5**	**5**	**5**
Any George Washington	**2**	**2**	**2**

The 4th of July machine has 3 reels and 3 pay lines. You can play 1 to 3 coins. The largest jackpot is only available if you play 3 coins.

The firecracker is a wild card and will substitute for any other symbol to give you the largest jackpot.

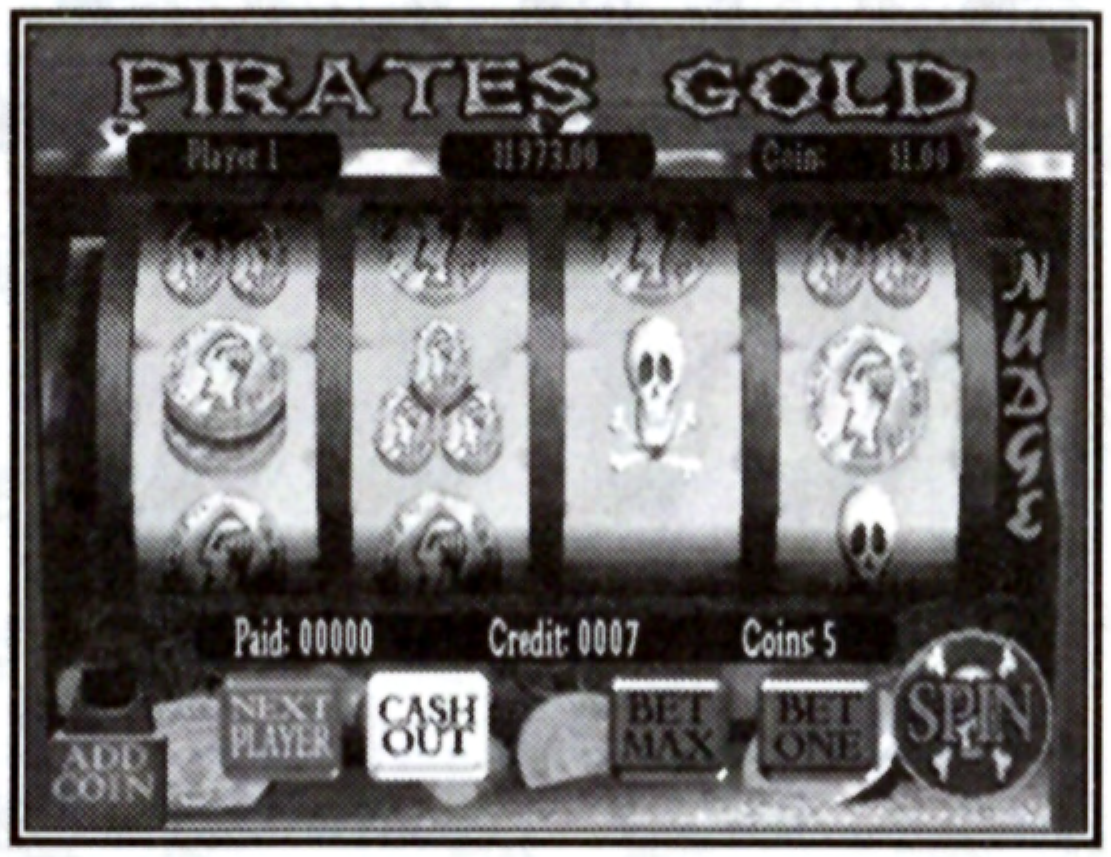
PIRATE'S GOLD

Result	*(x number of coins)*
Pirate- Pirate- Pirate- Pirate	**1000 (progressive on 5 coins)**
Skull- Skull- Skull- Skull	**500**
Swords-Swords-Swords-Swords	**250**
3 Coins - 3 Coins - 3 Coins - 3 Coins	**30**
2 Coins - 2 Coins - 2 Coins - 2 Coins	**20**
1 Coin - 1 Coin - 1 Coin - 1 Coin	**10**
Any Coins - Any Coins - Any Coins	**3**

The Pirates Gold machine has 4 reels, and one pay line. You can play 1 to 5 coins. You can only win the progressive jackpot with the maximum number of coins bet. Your jackpot is multiplied by the number of coins you bet.

The Pirate is a wildcard and will substitute for any other symbol to give you the largest jackpot.

There are also Pirates with black arrows next to them. If a pirate with a down arrow stops above the pay line, it will "nudge" down to the pay line to help you win. The same is true with a pirate with an up arrow. He will "nudge" up if he stops below the pay line.


PIRATES GOLD
Player 1
Coin: $1.00
NUDGE
Paid: 00000
Credit: 0007
Coins 5
ADD COIN
NEXT PLAYER
CASH OUT
BET MAX
BET ONE
SPIN

Pirate's Gold

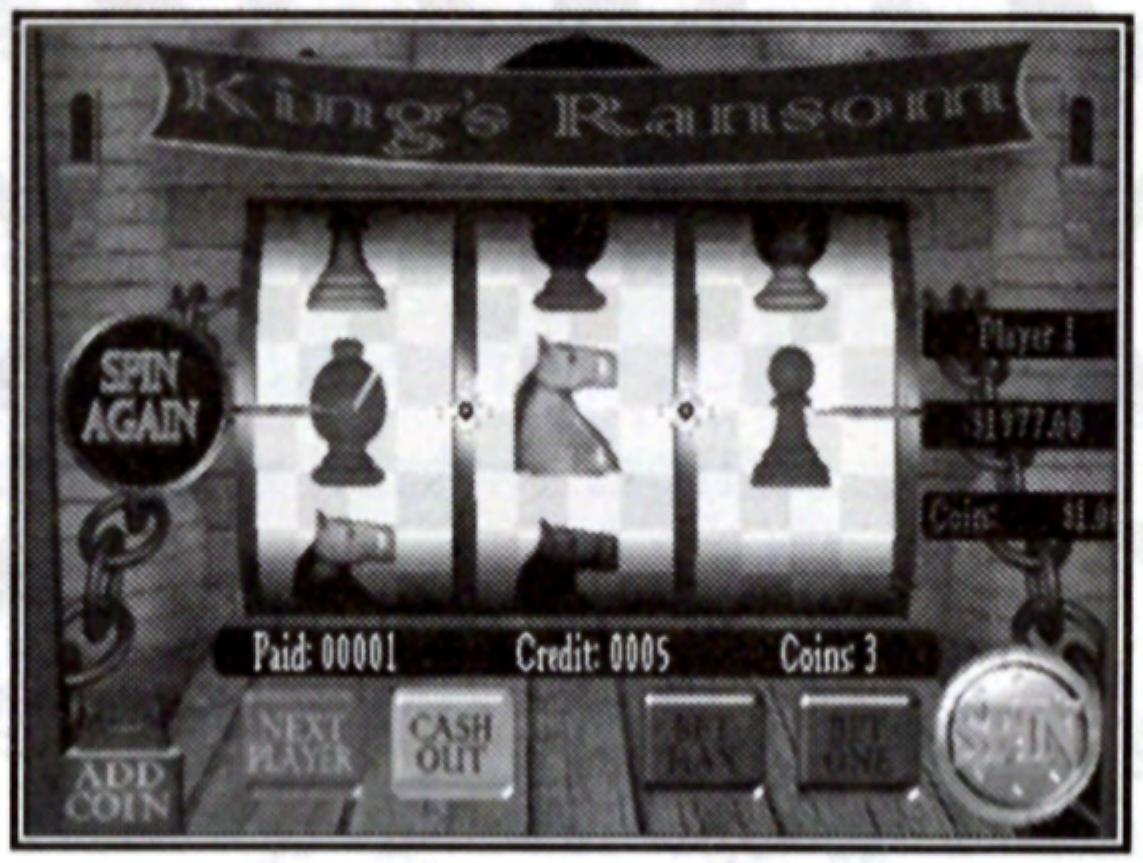
KING'S RANSOM

Result Payout	*(x number of coins)*
King-King-King (matching)	**2500 (10,000 for 3 coins)**
King-King-King (non-matching)	**500**
Queen-Queen-Queen	**200**
Rook-Rook-Rook	**100**
Knight-Knight-Knight	**25**
Bishop-Bishop-Bishop	**25**
Pawn-Pawn-Pawn	**10**
Pawn-Pawn-Any	**5**
Any-Pawn-Pawn	**5**
Any-Any-Pawn	**1**
Pawn-Any-Any	**1**

The King's Ransom machine has 3 reels and one pay line. You can play 1 to 3 coins. The largest jackpot is only available if you play 3 coins.

Matching Kings pays the largest jackpot, but unmatched Kings pay well too. No other chess piece needs to match in color to pay.

If two of the three reels stop showing Kings, but the third reel does not match up, then the unmatched reel will spin again, giving you a second chance at the big jackpot.

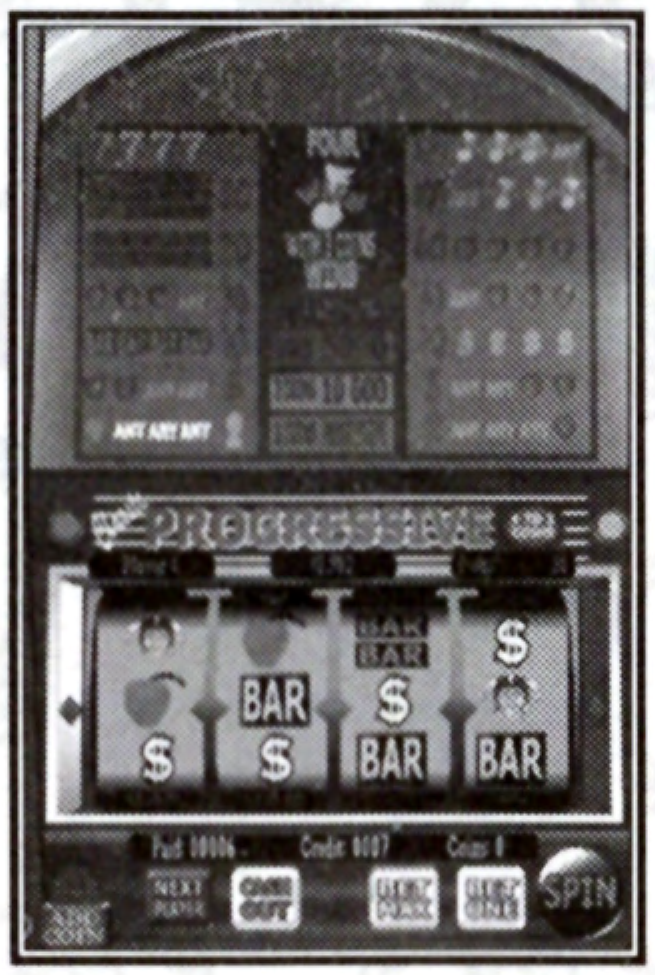


Player 1
$1977.00
Coins: $1.0
Paid: 00001
Credit: 0005
Coins: 3

King's Ransom

CLASSIC PROGRESSIVE

Result	*Coins Payout*
Wild-Wild-Wild-Wild 3	Progressive Jackpot
Wild-Wild-Wild-Wild 2	10,000 Coins
Wild-Wild-Wild-Wild 1	5,000 Coins
7-7-7-73	5,000 Coins
7-7-7-72	2,000 Coins
7-7-7-71	1,000 Coins
Wild-Wild-Wild-Any	200 x Coins
Any-Wild-Wild-Wild	200 x Coins
3 Bar - 3 Bar - 3 Bar - 3 Bar	50 x Coins
Cherry-Cherry-Cherry-Cherry	40 x Coins
2 Bar - 2 Bar - 2 Bar - 2 Bar	20 x Coins
Cherry-Cherry-Cherry-Any	10 x Coins
Any-Cherry-Cherry-Cherry	10 x Coins
$-$-$-$	10 x Coins
1 Bar - 1 Bar - 1 Bar - 1 Bar	10 x Coins
Cherry-Cherry-Any-Any	5 x Coins
Any-Any-Cherry-Cherry	5 x Coins
Cherry-Any-Any-Any	2 x Coins
Any-Any-Any-Cherry	2 x Coins



Classic Progressive

The Classic Progressive machine has 4 reels, and only one pay line, the center. You can play 1 to 3 coins. Playing additional coins gives you a chance to win the progressive jackpot, and, if you play more coins, your jackpot is multiplied by the number of coins you bet.

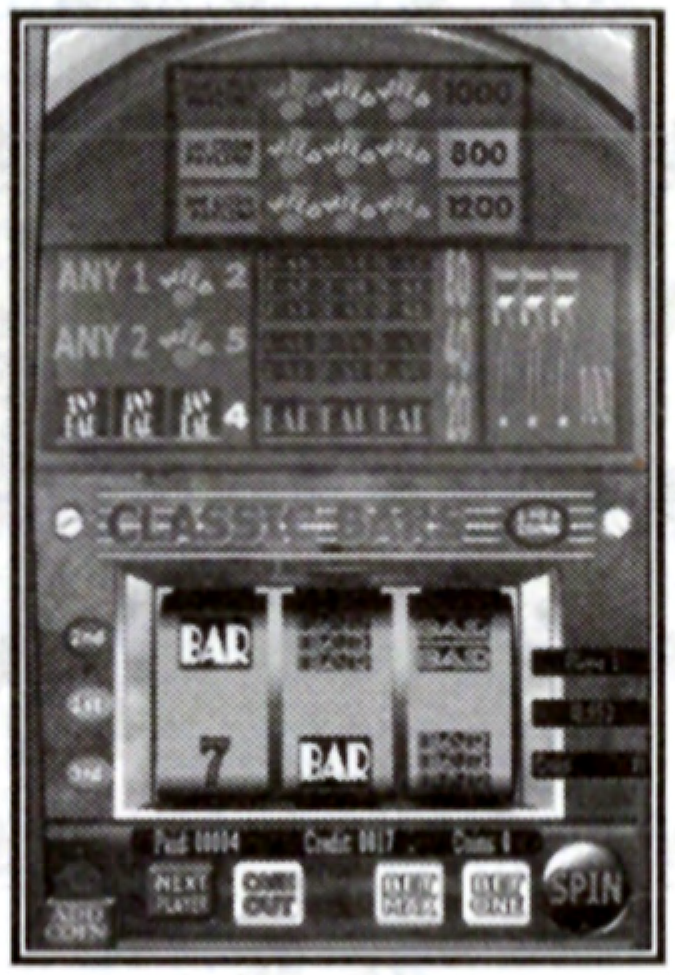
The "Wild" symbol is a wildcard, and will substitute for any other symbol to give you the largest jackpot.

CLASSIC BARS

Result		*Payout*
Wild-Wild-Wild	1	800 Coins
Wild-Wild-Wild	2	1,000 Coins
Wild-Wild-Wild	3	1,200 Coins
7-7-7		Any 100 Coins
3 Bar - 3 Bar - 3 Bar		Any 80 Coins
2 Bar - 2 Bar - 2 Bar		Any 40 Coins
1 Bar - 1 Bar - 1 Bar		Any 20 Coins
Any 2 Wild		Any 5 Coins
Any Bar - Any Bar - Any Bar		Any 4 Coins
Any 1 Wild		Any 2 Coins

The Classic Bars machine has 3 reels, and 3 horizontal pay lines. You can play 1 to 3 coins. The first coin activates the center pay line. The second coin activates the top pay line. The third coin activates the bottom pay line. On multiple pay lines, the jackpots are added together. You can only win the largest jackpot on the 3rd pay line.

The "Wild" symbol is a wildcard, and will substitute for any other symbol to give you the largest jackpot.



Classic Bars

The Select Screen: See page 9.

Quit to Lobby: Exits you from the Slots.

Recommend: Suggests what sort of bet you should make.

Game Options: This screen allows you to do many things. Among them are:

- **Coaching** – This gives you your own personal coach, who can tell you how to bet more wisely.

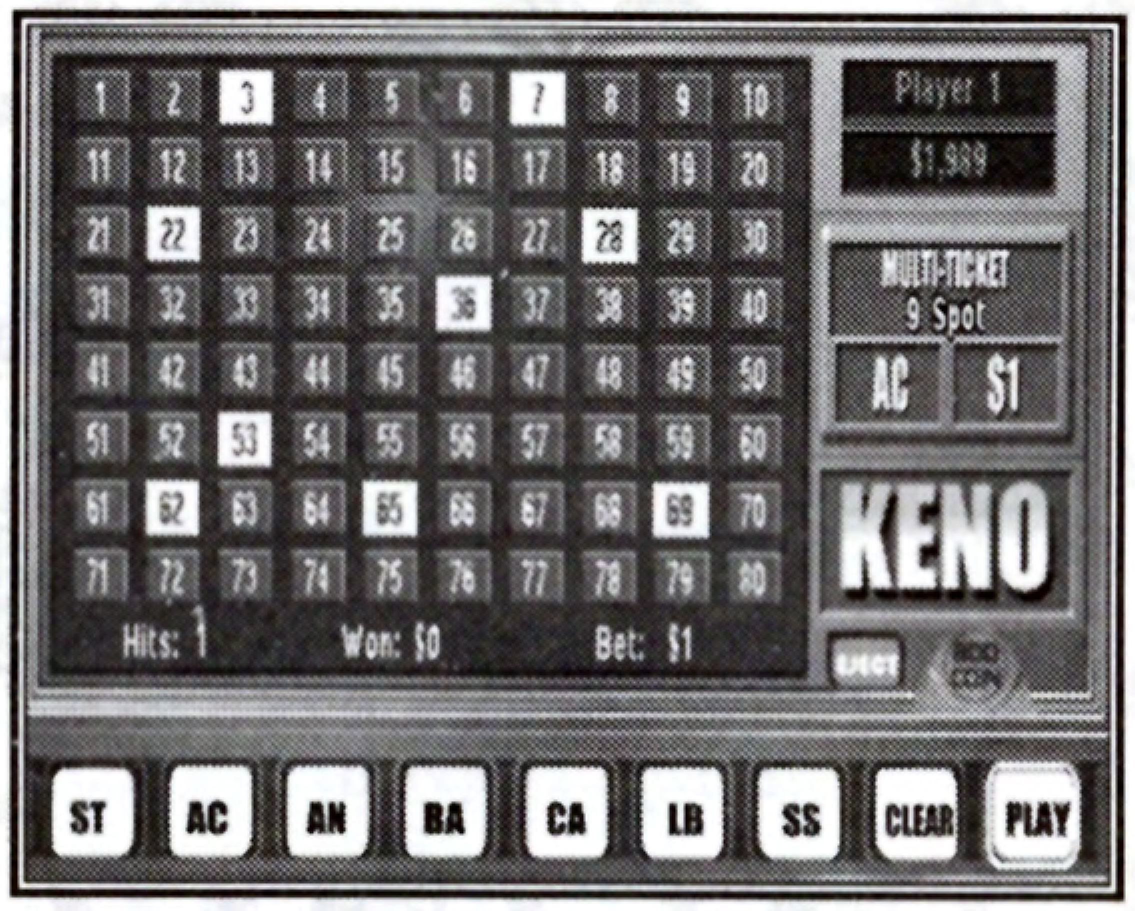
Coins Added Simultaneously: Allows you to add more coins to the credits.

Coin Denomination: Changes the denomination of the coin you bet with, as low as 5 cents and as high as $100.

Extra Animations: Allows more animations in the game. Play is faster without them.

Return to Game: Just like the name says. This option will drop you back in the thick of the action.

Video Keno



Video Keno

Video Keno is basically a game of luck. The player chooses a certain amount of numbers out of a pot of 80, then the computer draws 20 numbers. To win you have to match a certain amount of numbers to those drawn by the computer or in some cases don't match with the computers (amounts vary per game).

Only one player can play at a time. To swap between player, just move up from the insert coin and press X to select the next player.

There are two versions of Video Keno that the player can select.

Autospot: With Autospot just insert the amount of money you wish to bet on the game (up to $100). Next press down and move left and right to select which bet you want to place. When you press X on one of the bets it will highlight the numbers chosen in green. To choose a different bet, just move onto it and press X again. By pressing and holding the (▲) button the screen will scroll up and tell you how many numbers you need to catch and the amount of money you will win for those numbers. Once you are happy with your bet, simply press Play. The computer will now pick 20 numbers, which will be highlighted in light blue. Any numbers that the computer chooses that match your numbers will be highlighted in red.

The 8 bet choices are:

- **40 Top (T)** – With this bet, you are selecting the top 40 numbers. To win you must match at least 11 numbers that are drawn by the computer. The more numbers matched the better the payout.

- **40 Bottom (B)** – This time you are selecting the bottom 40 numbers. The same odds and rules apply as 40 TOP.
- **40 Left (L)** – Here you are selecting the 40 left hand numbers
- **40 Right (R)** – Here you are selecting the 40 right hand numbers
- **40 Top Bottom (TB)** – In this game the player is betting that at least 13 numbers will be in either the top 40 numbers or the bottom 40 numbers. All 80 numbers are marked. The payouts are worked out from how many numbers are in the Top 40.
- **40 Left Right (LR)** – This time you are betting that at least 13 numbers will be in either the left hand side 40 numbers or the right hand 40 numbers. All 80 numbers are marked. The payouts are worked out from how many numbers are in the Left 40.
- **32 Edge (E)** – Here you are betting on the 32 numbers around the edge of the ticket. You win if you match less than 6 numbers or more than 10.
- **32 Inner (I)** – Same odds and numbers matched to win as 32 EDGE, except this time you are betting on the middle 32 numbers.

Multi-ticket: With Multi-ticket, instead of betting on a set selection of numbers you get to pick how which numbers and how many you wish to bet on. Just insert your money then pick the bet you want to place. Then make your selection by moving over the number and press X. Pressing X again will deselect the number. If you put the wrong numbers in, simply press clear and it will remove all the numbers. If you wish to repeat your last bet, just insert the amount of money you want to wager and press play.

You have 7 choices of bets on this table:

- **Straight Ticket (ST)** – Here you can choose to back from 1 to 20 numbers.
- **All Catches (AC)** – Here you have to pick between 7 and 10 numbers. You are always guaranteed to win with this bet, but not always as much as you bet.

- **All or Nothing (AN)** – With this bet, you have to pick between 4 and 8 numbers. You only win if all of the numbers you selected are matched or none of them are matched.
- **Bet Against (BA)** – This bet works in the opposite way to most other bets. Here you must select between 8 and 15 numbers and hope that none of the numbers are drawn. You only win, if none of the numbers you picked are drawn by the game.
- **Catch All (CA)** – Here you select between 2 and 7 numbers. To win all of the numbers you selected must be matched by the game.
- **Last Ball Drawn (LB)** – With this bet, you must pick between 1 and 6 numbers. As with the other bets you win by matching the numbers up with those drawn by the computer. This game also includes a bonus. If all the last number the computer selects matches up with one of your numbers, and all your numbers are picked then your winnings will be doubled.
- **Super Special (SS)** – Here you select between 3 and 10 numbers. This machine is probably the best bet, as the pay out odds are better, but the Jackpot is not as high as other games.

The Select Screen: See page 9.

Game Options: This screen allows you to do many things. Among them are:

- **ToolTips** – The text that appears on icons when they're highlighted.
- **Coaching** – This gives you your own personal coach, who can tell you how to bet more wisely.

Coins Added Simultaneously: Allows you to add more coins to the credits.

Coin Denomination: Changes the denomination of the coin you bet with, as low as 5 cents and as high as $100.

Extra Animations: Allows more animations in the game. Play is faster without them.

Return to Game: Just like the name says. This option will drop you back in the thick of the action.

Blackjack

Blackjack is the most popular table game at Caesars Palace, and it's not hard to understand why. First of all, you have a reasonable chance of winning (for a skilled player, the house advantage can be as low as 0.2 percent to 5.9 percent, the smallest of any casino game). Second, it is a game steeped in tradition, with a romantic, back-alley image reflected in its Runyonesque language (accepting a card is known as "taking a hit") and no-nonsense hand gestures. Part of the fun of blackjack is that everyone who sits at the table feels like a big-time player—no matter how small the wager.

In many ways, blackjack is a quintessentially American game: It is fast-paced, challenging, and competitive. And for the player who is both accomplished and bold, it can reap enormous rewards.

How to Play

The object of blackjack is to have the total point value of the cards dealt to you exceed the point value of the dealer's hand—without going over 21. If you do go over 21 (known as "busting"), your hand breaks, and you automatically lose—even if the dealer subsequently busts, as well. Most cards in blackjack take their numerical value (in other words, the 3 of diamonds is worth three points, the 4 of clubs is worth four points, etc.). An exception is the ace, which can be worth either one point or 11 points, depending on your preference (if using the ace as 11 will cause you to bust, of course, the dealer will automatically count it as one point). Face cards are all worth 10 points.

Like baccarat, blackjack is played with multiple decks of 52 cards shuffled together and placed in a shoe. You, as the player, compete only against the house, which is represented by the dealer; you never compete against the other players at your table. After shuffling the deck, the dealer will offer one of the players a plastic card to "cut" the deck. If you are offered the "cut," simply insert it halfway into the deck. The dealer will cut the deck at that position and place it in the shoe. The dealer then "burns" one card off the top of the deck and puts it into a discard pile. The purpose of this tactic, obviously, is to make it more difficult to keep track of which cards have been dealt. Typically, the dealer will reshuffle and recut the deck when he reaches the plastic card stop.

Before distributing cards, the dealer will call for bets. He starts the game by dealing one card, faceup, to each player, and a card to himself, facedown. He then deals a second card to each player—again, faceup. His second card is dealt facedown and placed beneath the first card, which is then flipped over for the players to see.

At this point, blackjack gets really interesting, for it is here that the player must make decisions that will affect the outcome of the game. Whereas in baccarat (another game in which the player tries to use his cards to reach a specific point total) every move is determined by house rules, in blackjack, the player plots his own course of action. He knows that the dealer must abide by house rules (which we'll detail), but he does not know how strong a hand the dealer really has. Beneath that face card might be an ace (a "blackjack" and an automatic winner) or a 5 (a total of 15, which constitutes just about the worst hand a dealer can have). So, before proceeding, the player must assess the strength of his own hand and compare it with what he knows about the dealer's hand.

It's one of the most fascinating, tension-filled moments in the casino, and it's what makes blackjack so special.

If you think your hand is strong enough to beat the dealer's hand, you will elect to "stand." You can communicate this to the dealer with a hand gesture: simply hold out your hand, palm down, and wave it over your cards in a negative fashion. This tells the dealer that you do not want another card.

If, after assessing your hand, you come to the conclusion that you'll need more cards in order to beat the dealer, you can ask for a "hit." Two gestures are widely recognized for this request: Tap your index finger gently on the table, very close to your cards, or cup your hand and brush your fingers along the surface of the table toward you. Either gesture will signal to the dealer your desire for another card. (If the casino is noisy, the dealer might not hear you correctly and may misinterpret your request.)

You are allowed to take as many cards as you like, so long as you do not exceed 21. Stop (or "stand") when you are satisfied that you have achieved the strongest hand possible—

given the circumstances. For example, if the dealer is showing an ace or a face card, you must presume that he is likely to end up with a reasonably strong hand. If you are dealt a 9 and a 3, your total is 12. Under these circumstances, you should always ask for another card. Using the hand gestures described above, you would ask the dealer for a hit. In this case, the card you want is another 9, which would give you a total of 21. A face card would give you 22 points—in other words, a bust.

If you request an additional card and you bust, you lose immediately. The dealer will sweep your cards and chips from the table and proceed to the next player. When all of the players have completed their hands, the dealer will check his hand. He will often do this rather theatrically, peeking first, then flipping the card over so that all of the players at the table receive the news—whether it be good, bad or indifferent—at the same time.

By now, you've probably figured out that the dealer's hand is the center of the blackjack universe. The dealer has two distinct advantages in this game: He is allowed to keep one card concealed, and he is the last person to play his hand. Let's use the same hands we discussed above as an example. You've been dealt a 9 and a 3, for a total of 12; the dealer shows an ace. If you draw another 3, suddenly you have a hand worth 15 points. You must then decide whether you think 15 is strong enough to beat the dealer. In some cases, it will be. But since the dealer is showing an ace, you'll probably elect to take another card; at that point, you stand a reasonable chance of busting.

The dealer, of course, can see the value of each player's hand, so he is allowed no discretion when it comes to drawing cards. House rules clearly state that the dealer must take a hit if his hand totals 16 points or less; he must stand if his hand totals 17 points or more. If the dealer's point total exceeds 21, he busts, and all of the players at the table (excluding those who have not already busted) are winners. Otherwise, the dealer compares his hand with each player's hand. He collects from those players holding weaker hands, and pays those holding stronger hands. When the point total of your hand is equal to that of the dealer's, the bet is a push (a tie), and no money exchanges hands.

All winning bets, with a single exception, are paid at 1-1 odds. If your initial two cards total 21—any ace in combination with a 10, jack, queen or king—you have blackjack. A winning blackjack hand is paid at 3-2 odds. If the dealer also has blackjack, the game is a push, and no money changes hands. Keep in mind that blackjack always beats a multicard combination with a point total of 21. So, if you are dealt a 10 and an ace, and the dealer subsequently manages to reach 21 by taking one or more hits on his original hand, you still win. And you will be paid at 3-2.

Strategies and Systems

Once you've found a seat at a blackjack table with a palatable minimum wager (minimum bets range from $5 to $25), you must devise a plan of attack. For the novice blackjack player, that means using a combination of restraint, intuition and plain old common sense. Together, these elements form the backbone of what is generally referred to as basic strategy.

When employing basic blackjack strategy, you follow a series of guidelines that will help you determine when to take a hit and when to stand. None of these guidelines is foolproof, of course; the fact that the dealer has one card hidden always lends an element of risk to the proceedings. But many experienced blackjack players believe that basic strategy is the safest and most sensible approach to the game; as a novice, you'd be well advised to become familiar with it. At the core of basic strategy is the understanding (sometimes lost in the heat of combat) that the true object of blackjack is not to reach 21, but simply to defeat the dealer.

Following are two basic strategy charts: The first assumes that the player has not been dealt an ace, which, as we've noted, is the wild card of blackjack; the second chart assumes the player has been dealt an ace.

BASIC STRATEGY CHART 1

Player's Total	*Dealer's First Card*	*Strategy*
17-20	**Any card**	**Stand**
14-16	**7-10 or ace**	**Hit**
14-16	**2-6**	**Stand**
13	**7-10 or ace**	**Hit**
13	**2-6**	**Stand**
12	**7-10 or ace**	**Hit**
12	**4-6**	**Stand**
12	**2 or 3**	**Hit**

BASIC STRATEGY CHART 2

Player's Total	*Dealer's*	*(Ace and...) First Card Strategy*
2-5, 2-3	**7-10, Ace**	**Hit**
2-5	**4-6**	**Double Down**
6	**2-6**	**Double Down**
6	**7-10, Ace**	**Hit**
7	**2, 7-8, Ace**	**Stand**
7	**9-10**	**Hit**
7	**3-6**	**Double Down**
8	**Any card**	**Stand**
9	**Any card**	**Stand**

You've no doubt noticed from the second chart that there is a term we haven't yet covered: "Double Down." In fact, it's true that in blackjack you may find yourself in a situation that calls for some action beyond simply standing or taking a hit. For those occasions, blackjack offers four unique propositions that give you an opportunity based on the strength or weakness of your hand to modify your original wager.

Surrender: Each player has the option to "surrender" (or give up) after receiving his first two cards. If you surrender your cards, half of your original wager will immediately be collected by the dealer.

Insurance: If the dealer's faceup card is an ace, and you believe the dealer has blackjack, you are allowed to take out "insurance" after the initial deal. The insurance bet is really just a side bet that the dealer has blackjack. In other words, you are betting that the dealer's second card will be a 10, jack, queen or king. You are allowed to wager up to half of your original bet on an insurance bet. Insurance bets pay 2-1 if the dealer does indeed have blackjack. If the dealer does not have blackjack, you lose the side bet.

Splitting pairs: If your first two cards match—say, for example, that you are dealt a pair of 9s—you have the option of splitting them into two hands. The bet on the second hand must be equal to the bet on the original hand. And you are allowed to play the second hand only after the first hand has been completed; you cannot alternate hits. A few other rules apply as well: A split hand can be split up to four times; if you split aces, you are allowed to draw only one card on each hand.

Knowing when to split your cards is an important part of the game. Generally, you should follow these guidelines: Never split face cards or 10's, and always split aces.

Doubling down: After receiving your first two cards, or the first two cards of any split pair (except blackjack), you can wager an additional amount. The only stipulation is that the additional amount not exceed the value of the original bet. In other words, if you have a $5 chip on the table, and you are dealt a 5 and a 6 (for a total of 11), you may want to "double down." But the ceiling on your total wager is $10. If you decide to double down, the dealer will allow you only one additional card.

Doubling down obviously gives you an opportunity to take advantage of a strong hand. Because cards with a value of 10 are the most common cards in the deck, you should consider doubling down whenever you have a hand that totals 10 or 11—depending on what card the dealer is showing. Obviously, it's never a good idea to double down when the dealer has an ace or a face card showing.

Craps

Craps is the fastest and most exciting casino game. To the uninitiated, it's also the most intimidating. The layout is complex, the action hot, the noise incessant. More than any other casino game, craps encourages its participants to become involved, to have fun—to act as if they are playing.

Not that the craps aficionado doesn't take his game seriously; on the contrary—because the game moves so quickly, and because so many different combinations of bets can be placed, an extraordinary amount of money can be won or lost in a very short period of time at the craps table. So it is serious business indeed.

But craps is also a communal game infused with the spirit and passion of the people who are playing. The cool restraint so obviously encouraged at the baccarat, blackjack or poker tables is thoroughly out of place at the craps table. Here, the players yell, curse, cheer and sweat. They pat each other on the back as if they are teammates—and in a sense, they are. You can spend hours at a blackjack table and never acknowledge the existence of the person seated to your left. Rest assured, that will never happen in a game of craps. You are engaged in a ritual whose roots can be traced back more than 20 centuries. (Dice, after all, have been used as instruments of gambling since the time of Caesar; the American version of craps was born in the early 19th century in Louisiana, and is generally acknowledged to be a variation of the English game known as "hazard," which the French sometimes referred to as "craps.") Protocol dictates that you become fully involved in the experience—whether you are winning or losing.

So, go ahead. Loosen that tie. Stretch those vocal cords. The craps table awaits.

How to Play

While craps can be a complicated game, it doesn't have to be. In fact, if you concentrate on the most basic wagers (and, statistically speaking, this is sound advice), the game is actually fairly simple. When you first arrive at the craps table, don't be put off by the atmosphere. Players will be shouting, perhaps using jargon that sounds foreign; chips will be moving in all directions; dice will be flying every 30 seconds. It's disorienting at first, but if you take the time to learn the fundamentals, you'll do just fine. And you really should take the time (most casinos, including Caesars Palace, offer free lessons), because craps is simply too much fun to miss.

The Setup

Each craps table is run by three dealers, along with a "boxman." Two of the dealers stand behind the table, taking bets, paying off winners and raking in chips from losers; each dealer runs half the table. In the middle of the table, directly opposite these two dealers, is a third casino employee known as the "stickman." The name stems from the fact that he uses a stick to retrieve the dice after they've been rolled. The stickman's duties include passing the dice to the "shooter" and dictating the pace of the game. He's also responsible for ensuring that no one has tampered with the dice. The fourth casino employee, the boxman, oversees the three dealers and supervises all of the action.

The Game

After all bets have been placed (the various types of bets are presented below), the stickman will push several sets of dice to the shooter. The shooter selects two dice and tosses them along the surface of the table; to ensure a fair roll, the dice must be thrown hard enough to bounce off the wall at the far end of the table. The shooter retains control of the dice until he rolls a 7—or until a decision has been made on the point.

The exception to this rule, however, is the first roll of the dice. Known as the "come-out," the first roll is very important. If the shooter throws a 7 or 11 on the come-out, he is an automatic winner and retains control of the dice. If the come-out roll is a 2, 3 or 12—all known as "craps"—he is an automatic loser. He does, however, keep possession of the dice, because he has not yet rolled a 7. Confused? Don't be. It gets easier.

If the shooter rolls a 4, 5, 6, 8, 9 or 10 on the come-out roll, that number becomes the "point." The dealers then place a marker (known as a "puck") in the corresponding box on the craps layout, signifying to all of the players at the table that a point has been established. From this moment, the shooter's objective is to roll this number again—or "make the point"—before he rolls a 7. Everyone else at the table makes wagers based on whether they believe the shooter will accomplish his goal. And that's all there is to it.

For example, let's say you're the shooter. You roll a 4. Your job now is to roll another 4 before you roll a 7. There is no limit to the number of times you are allowed to toss the dice. If it takes you a dozen attempts to roll a 4, that's all right—as long as you don't roll a 7 first. Once you hit the point, the game begins anew, with another come-out roll. You retain control of the dice (in other words, you continue to be the shooter) until you "seven out."

How to Bet

Again, betting on craps can be an intensely complicated matter. The layout alone, offering dozens of exotic and combination bets, is enough to bewilder the novice player. But don't be put off. Nearly 90 percent of all craps players restrict their play to the most easily understood types of wagers. You probably should, too.

Line bets: The most basic bet in craps is one involving the "pass line" and "don't pass line," each of which is clearly marked on the layout. This bet is made prior to the come-out roll, and it works like this: If you place your chips on the pass line, you are betting that the come-out roll will be a 7, an 11 or a point number; if the come-out roll is a point number, you are betting that the shooter will hit the point before rolling a 7. In other words, you're betting on the shooter.

A "don't pass" bet is exactly the opposite of a pass bet: you are betting that the come-out roll will be a 2, 3 or 12; or, in the event that the come-out roll establishes a point, you are betting that the shooter will seven out before hitting the point. In other words, a don't pass bet is a bet against the shooter.

If the shooter rolls a 2 or 3 on the come-out, the dealers collect the chips of any player who has bet on the pass line, and pay off anyone who has bet on the don't pass line; if the shooter rolls 12 on the come-out, no money changes hands on a don't pass bet.

Come/don't come: One of the most appealing things about craps is that players can make bets as the game progresses, for example, the "come" and "don't come" bets, which are no more complex than line bets. In fact, a come bet is really nothing more than a pass bet that has been placed after the shooter establishes a point. To make a come bet, simply place your chips in the space marked "come" on the craps layout. Typically, come bets are made by players who have already bet on the pass line and are looking to compound their winnings—or losses, as the case may be.

Let's look at a typical come bet. Say the shooter rolls a 5 on his come-out roll. His point number is now 5. If you place a come bet, the next roll of the dice becomes your "come number." For example, let's say the shooter's next throw produces a 4. The dealer will then place your chips on the space marked "4." The game now proceeds exactly as it does on a pass bet. If the shooter rolls another 4 before he rolls a 7, you win your come bet; if he goes seven out, you lose your bet; if the shooter makes his point (in this case, 5), your bet is a "push," and no money changes hands. As in a pass bet, if the first roll of the dice (after you place your come bet) is a 7 or 11, you win immediately. If the first roll is a 2, 3 or 12, you lose immediately.

A don't come bet, as you might expect, is exactly the opposite of a come bet. It is a bet against the shooter. Just as a come bet is played like a pass line bet, a don't come bet is played like a don't pass bet. After a point has been established, you place your chips in the space marked "don't come." If the shooter's next roll is a 7 or 11, you lose automatically. If the next roll is a 2 or 3, you win. A 12, again, is a push. If the shooter's next roll is a 4, 5, 6, 8, 9 or 10, then that is your don't come number. A don't come wager means you are betting that the shooter will seven out before hitting the don't come point. If he rolls a 7, you win; if he hits the point, you lose.

Betting the Odds: "Odds bets" (also known as "behind-the-line" bets, or "free odds" bets) are not even marked on the table, but they are widely considered to be among the best bets a craps player can make.

Line bets and come/don't come bets pay off at even money. If you place a $10 bet on the shooter and he makes his point, you win $10. The house has a modest 1.4 percent advantage on either of these bets, which is one reason why craps should be at the top of every serious gambler's list. Small as that advantage is, you can reduce it even further by placing an odds bet in addition to your original wager.

The odds bet is paid off at the true odds of the number rolled. The house does not pad its edge on the odds bet, which makes it an appealing wager. Of course, in order to place an odds bet, you must first place a line bet or a come/don't come bet. The odds bet enables the house to generate more action and more money in the long run; in the short run, however, it allows you—the player—to have more than just a sporting chance; it allows you to play a game in which the house's advantage dips below 1 percent—the lowest of any game in the casino.

Here's how to play the odds bet. Let's say you make a $10 wager on the pass line, and the shooter rolls a 10. The actual odds against rolling a 10 are 2-1. So, if you then place a $10 odds bet along with your $10 pass line bet, and the shooter rolls another 10 before rolling a 7, you win two bets. The first pass line bet pays off at even money. But the second bet (the odds bet) pays off at 2-1. That means you win $20 on a $10 bet!

Playing the odds bet on a come bet is no different from playing the odds bet on a pass line bet. You need only keep in mind the true odds of the numbers you are playing. They are as follows:

Point	*Odds*
4, 10	**2-1**
5, 9	**3-2**
6, 8	**6-5**

According to this chart, a winning $5 odds bet on the number 5 would pay $7.50; however, craps tables do not have 50-cent chips. So, make your bets in the appropriate denominations: odds bets on 5 and 9 should be an even number ($6, $8), while odds bets on 6 or 8 should be in multiples of $5. Since the 4 and 10 pay off at 2-1 odds, you may place any bet you like.

To take the odds on a pass line wager, you must first bet the pass line. After a point is established, place your additional wager behind the original pass line bet and say "Odds." To take the odds on a come bet, place your chips on the table for the come bet and wait for the dealer to move them into the come number box. Then hand him additional chips and say "Odds" (or, if you like, "Take the odds"). To avoid confusion, you might want to state the point number and the precise amount of your wager. For example, let's say you want to make a $5 odds bet on a point of 6. You would put a $5 chip on the table and say to the dealer, "Five odds six." Knowing exactly what you want, the dealer will then place the second wager almost on top of the first wager. In this way, he'll remember that you have made two wagers: a come bet and an odds bet.

Note: There are limits on odds bets, and they vary from casino to casino. All casinos allow single-odds bets (in which the odds bet matches the original wager); many permit double-odds wagers (in which the odds bet is twice the original wager). Finding triple odds, five-times odds or ten-times odds, though, is difficult. The reason: To a savvy player, the odds bet represents a way to beat the house. The larger the odds bet, the smaller the house advantage.

You can also place an odds bet on a don't pass or don't come bet. In both cases, though, you will be laying rather than taking the odds. The procedure for placing these bets is the same. Because the odds are in your favor, though, you must wager more money to win less. Let's say you make a $5 don't pass bet, and the shooter rolls a 10 on the come-out. You then lay the odds. You are betting against the shooter. In this scenario, you have six ways to win and only three ways to lose. Therefore, if the shooter "craps out" (rolls a 7 before hitting his point), you will have had to wager an additional $10 to win $5 on the odds bet.

Strategies

You don't have to be a genius to realize that craps offers the gambler some of the best odds in the house. Even if you play nothing but the easiest, least-sophisticated bets, you stand a far better chance of winning than you do at the slot machine or roulette wheel—or at just about any other game. And if you take the odds on a regular basis, you can actually find yourself in a nearly fair fight (which is something rare indeed in casino gambling). For that reason alone, you should take the time to learn the basics of craps.

On the other hand, there are many opportunities to throw your money away at the craps table. As we've already pointed out, the craps layout is almost byzantine in its complexity. In the center of the table are many long-shot opportunities bearing such bizarre names as "hardways bets," "one roll bets" and "horn bets high." These are bets in which the house advantage can be extremely high, and you are advised to stay away from them. If you want to play a long shot, try the keno lounge.

Roulette

Roulette is one of the world's oldest casino games. The word "roulette" comes from the French roue, loosely translated as "wheel." Of course, anyone remotely familiar with gaming knows that the two basic components of roulette are a wheel and a ball. The object of the game, in simplest terms, is to predict where the ball will land on the spinning roulette wheel.

The history of roulette can be traced back to ancient Greece, where soldiers played a version of the game by spinning a shield on the point of a sawed-off sword and betting on where the shield would stop. Julius Caesar even had a chariot wheel installed in the gaming room of his imperial palace; by spinning the wheel on a vertical axle in the floor, he was able to play another version of roulette.

Today, the swords, shields, and chariot wheels favored by Caesar and his contemporaries have been eliminated, but the spirit of the game remains intact. Indeed, the excitement of roulette has endured the passing of several centuries. According to some historians, the modern version of roulette has its roots in 17th-century France, where mathematician (and philosopher!) Blaise Pascal, during a monastic retreat in Paris, invented the game. Others claim Pascal was merely conducting experiments with a ball and wheel, and though he may have named his "invention" roulette, he never thought of it as a game—let alone one for the casino. That people might be interested in betting on the outcome of such a game was, presumably, of little concern to Pascal. Others exploited this potential.

That is but one theory. Other historians believe roulette was created by a French monk to help fight the drudgery of life in the monastery. And still others compare it to an ancient Chinese game whose object was to arrange statuettes in a particular order; some years later, a group of French Dominican monks combined the statuettes with a revolving wheel to form the first game of roulette.

Or so the story goes. This much is known for certain: The first roulette wheels intended specifically for gambling purposes were introduced in the early 18th century in European casinos. The game was known as hoca, and eventually it spawned a variety of wheel-and-ball games, including petits chevaux, E.O. (Even-Odd), boule and, ultimately, the game we know today as roulette.

How to Play

Roulette is a quiet, simple game. Players stand or sit at a table while a dealer spins the wheel and ball and waits for it to fall into one of the numbered slots on the wheel. Your job, as a player, is to guess where the ball will land. Generally, roulette is not a game that requires great skill; it is a game of luck. However, despite the leisurely pace (watching the ball spin one way while the wheel spins another, and waiting for the inevitable drop, is an almost hypnotic experience), it can be a thrilling game, for the payoff is sometimes extraordinary—as high as 35-1 for the player who places, and wins, the most daring bet!

The Wheel

The focus of all attention in roulette is the wheel itself. Roughly three feet in diameter and weighing, on average, nearly 100 pounds, the wheel features 38 numbers, each in its own neat little individual compartment. The numbers are 1 through 36, along with 0 and 00. The wheel is laid out in such a way that 18 of the numbers are black and 18 are red. The 0 and 00 are both green. Black and red numbers alternate—with two notable exceptions: 0 is flanked by a pair of black numbers; 00 is flanked by a pair of red numbers. Numbers do not follow a typical "counting" progression around the wheel (1-2-3-4-5-6); rather, pairs of even numbers alternate with pairs of odd numbers. (The exception, again, are those numbers adjacent to 0 and 00, which, as we will discuss in greater detail, are the numbers that make roulette such a challenging game for the player, and such a profitable game for the house.) At Caesars, we also provide several single 0 wheels that reduce the house advantage by approximately half. These wheels have a different order of numbers.

After all bets are placed, the dealer releases a small plastic ball onto a track at the upper portion of the wheel. As the wheel spins in a counterclockwise direction, the ball spins clockwise. When the ball begins to slow down, it will leave the track and land in one of the 38 numbered slots, but not before encountering some turbulence in the form of small metal buffers strategically placed around the wheel. The buffers add a touch of excitement to the game's final seconds and help ensure a thoroughly random result. These buffers are sometimes referred to as "canoes" due to their shape.

When the ball finally comes to rest in one of the compartments, the dealer calls out the winning number, collects from all losers and pays off all winners.

The Chips

One of the first things you'll notice when you approach a game of roulette is that it is played with special chips. Each player uses a different-color chip so that the dealer can keep track of all bets. Color is no indication of chip value, and a player can dictate how much chips are worth. For this reason, roulette chips should never leave the game. This system is used in roulette and not in other casino games because of the extraordinarily broad range of betting possibilities. Eleven different types of bets can be placed in roulette, in 150 different combinations. Many players make random bets, scattering chips all over the table. Color-coding just makes the dealer's job a little easier. After a few spins of the wheel, you'll get used to it.

When you arrive at the table, you will have to purchase roulette chips. When you leave the table, the dealer will convert your roulette chips into casino chips; if you want cash, you'll have to visit the cashier's window.

The Table

All bets in roulette are made by placing chips on a table located near the wheel. Printed on the table is a layout of the numbers found on the roulette wheel. The numbers are arranged in a large rectangle: three long vertical columns, each containing 12 numbers. At the bottom of each column are small boxes bearing the words "2 to 1." By placing a chip in one of those boxes, you are betting on all of the numbers in that column. If the ball lands on any of those numbers, you are a winner, and your wager will be rewarded at 2-1 odds.

To the immediate left of the columns of numbers are three smaller boxes. The first reads "1st 12," the second reads "2nd 12" and the third, as you might expect, reads "3rd 12." By placing a chip on one of these boxes you are betting on either the first, second or third dozen numbers on the roulette wheel—in sequence (1 through 12, 13 through 24, or 25 through 36). This bet also pays 2-1 odds.

To the left of these boxes are six more boxes reflecting other types of bets: "1 to 18," "19 to 36," "Odd," "Even," "Red," and "Black." Most of these are self-explanatory. If you place a chip on the word "Red," for example, you are betting that the ball will land on one of the red numbers. If you place a chip on "1 to 18," you are betting that the ball will land on any of the first 18 numbers.

Finally, at the top of the three long columns of numbers are the numbers 0 and 00.

Placing Your Bet

Okay, you've made it to the table, watched a few spins of the wheel and exchanged cash or casino chips for roulette chips. Now you're ready to play. But where do you begin? Well, that's up to you. The great thing about roulette is that the possibilities seem almost limitless. You can make a bet that pays even money, or you can take your chances on a 35-1 shot. Or you can make both plays on a single spin of the wheel. Many roulette players often place several different types of bets, which makes the game more exciting.

Roulette is not a complicated game. There are two basic categories of wagers: straight bets (in which you place your chip on any of the spaces described above) and combination bets (such as a "split," "trio" or "corner"). The payoffs on these bets vary, and the method for placing the bet is quite precise (though not complicated), so let's take a look at each.

Straight-up: This is a single-number bet on any number (including 0 and 00). For instance, you place a chip on the number 22. If the wheel stops on that number, you win. This bet pays 35-1 odds and is the longest shot in the game.

Split: This is any two adjoining numbers (including 0 and 00). To place this bet, simply position your chip in such a way that it covers the line separating the two numbers. For example, you'd like to place a split bet on 17 and 20, which are juxtaposed on the roulette table. Just place a chip on the line between those two numbers. If the wheel stops on either 17 or 20, you win. This bet pays 17-1.

Street: A street bet is a three-number bet. Also known as a "trio," this bet is made by placing your chip on the edge of a horizontal row of numbers. For example, if you want to place a street bet on 7-8-9, place your chip (or chips) on the outside edge of the seven. This covers all three numbers and pays off at 11-1 odds.

Five-number bet: There is only one type of five-number bet: one that covers 0-00-1-2-3. To place this bet, place your chip on the line above the number 2. If the ball lands on any of these five numbers, your bet is rewarded at 6-1 odds.

Line: A line bet is a wager on six consecutive numbers, such as 13-14-15-16-17-18. Make this bet by placing your chip on the outside line separating two rows (between the 15 and 18, for example). If any of your six numbers comes up a winner, you will be paid at 5-1 odds.

Dozen: This is a bet on the first, second or third dozen numbers (1-12, 13-24 or 25-36). To make this bet, place your chip on the spaces marked "1st 12," "2nd 12" or "3rd 12." A winning dozen bet pays 2-1 odds.

Corner: Also known as a "square," the corner bet gives you four adjoining numbers, such as 1, 2, 4, 5. To make this bet, place your chip at the point where the four numbers converge. A winning corner bet pays 8-1.

Column: As the name implies, a column bet includes all 12 numbers in a single column, such as 1-4-7-10-13-16-19-22-25-28-31-34. To place this bet, position your chip on the space marked "2 to 1" at the bottom of a particular column of numbers. A winning column bet pays 2-1.

High/low: A high/low bet is a wager on either the first 18 or last 18 numbers on the wheel (0 and 00 are losing numbers in this bet). If you'd like to bet on 1 through 18, place your chip on the space marked "1 to 18." If you'd like to bet on 19 through 36, place your chip on the space marked "19 to 36." A winning high/low bet pays even money.

Odd/even: This is exactly as it sounds: betting on all of the odd numbers or all of the even numbers (not including 0 and 00, which, again, are losing numbers). To place a bet on even numbers, put your chip on the space marked "Even." To place a bet on odd numbers, put your chip on the space marked "Odd." Winning bets pay even money.

Red/black: This is another very simple bet. Choose a color and position your chips accordingly. If you want to bet on all of the black numbers, place your chip on the space marked "Black." If you'd like to bet on all of the red numbers, place your chip on the space marked "Red" (0 and 00, which are green, are losing numbers). A red/black bet pays even money.

You can tailor the game to your taste by combining any or all of these bets. Roulette can be sublimely simple or highly exotic. It's your call. As long as you understand these basic bets, you'll be prepared for anything.

The Odds

You can win big in roulette. Pick the right number and that $10 bet becomes $360! Wagering can be relatively safe (black/red, odd/even) or extremely risky (straight-up). Remember, though, that roulette is among the casino's most challenging games. There are no effective mathematical "systems" to help guide your wagering. Roulette is strictly a game of chance, albeit an exciting one. Keep in mind, too, that the house owns an advantage of 5.26 percent. That doesn't mean you can't win; it simply means you'll have to earn your money.

Baccarat

The Table

The baccarat table resembles nothing so much as a hourglass: a rectangle with indentations on the side and semicircles at both ends. Typically, the game consists of three dealers, two sitting behind the bankroll and one standing opposite the bankroll. These dealers handle bets, collect losses and pay winnings. On the other side of the table is the "stickman" or "caller," who runs the game by supervising action, determining whether a hand must take a hit or stand, and announcing the totals of all hands. The baccarat table accommodates as many as 14 players; chairs are positioned around the semicircles at each end of the table. Since seating has no effect on play, players can sit in any seat they choose.

At each end of the table, arranged in a semicircle, are seven large numbers—each corresponding to a player (13, as you might expect, is omitted). Inside the semicircle of player numbers are three more semicircles: the largest containing the word P-L-A-Y-E-R-S; the next containing the word B-A-N-K-E-R-S; and the last repeating the player numbers. Finally, in the center of this last semicircle is a small space marked with "Tie" and "9 for 1." Bets are made by placing chips on one of the three areas. In other words, you are betting on one of the following outcomes: The player will win; the bank will win; or there will be a tie. If you are sitting in seat number 1, and you wish to bet on the bank, you put your chips on the corresponding bank letter: in this case, the letter B. If you are in seat number 2, you put your chips on the letter A, and so on. Similarly, if you are in seat number 1, and you wish to bet on the player, you place your chips on the letter P.

The words "Players" and "Bankers" also appear in the middle of the table. The dealers place the cards in these two areas, one hand representing the player's hand and the other the banker's. A series of boxes bears the numbers 1 through 15 (again, 13 is omitted). Each box represents a player and is reserved for the commission that must be paid on a hand in which the player wins by betting on the bank. For example, if you are seated in position number 1, and you win $100 by betting on the bank, you would owe the casino a commission of $5; hence, a $5 marker would be placed in the box marked "1." Commissions are not collected after each hand; rather, they are payable whenever the dealer reshuffles for the next series of games, or when a player leaves the table.

Object of the Game

No matter how many participants sit at the table, only two hands are dealt in baccarat: one to the banker and one to the player. Each hand begins with two cards. The object of the game is to be dealt or to draw a perfect hand—one worth nine points. Once you get the hang of it, scoring is relatively simple. All cards, ace through 9, are worth their face value. In other words, the ace of spades is worth one point, the 2 of hearts is worth two, the 3 of diamonds is worth three, etc. The 10, jack, queen and king are worth zero points. To determine the value of a single hand, just add the points represented by the cards. If the total is greater than 10, drop the first digit, and use only the digit in the ones column.

Example: If you are dealt a 7 and a 4, the point total of your hand is 11. Therefore, the hand is worth one point. If you receive a king and a queen, the hand is worth zero. If you are dealt a 6 and a 9, the total is 15, and the hand is worth five points. If you are dealt a 3 and a king, and then draw a 6, the total is nine—precisely the score you hope to achieve!

Baccarat moves quickly. A given hand can never contain more than three cards. And, often, the game does not go beyond the initial deal. If the first two cards you receive total nine points (a 7 and a 2, for instance), you have what is known in the parlance of the game as a "natural." Two cards worth a total of eight points is the second best possible hand and is also considered a natural. If both hands total eight, or both hands total nine, the higher of the two naturals wins. In the case of ties, neither bank nor player wins; however, anyone else at the table who is brave enough to gamble on the likelihood of a tie (which pays off at 8-1 odds), wins big.

The Rules

Baccarat does not become complex until the two competitors begin drawing cards, which happens only when either of the hands equals a point total other than eight or nine. At that time, the rules of play—which are printed in chart form on cards available at every table—are consulted. It is here that the novice baccarat player is likely to get lost, for the hand will be played out according to the rules, regardless of your knowledge of the game.

This doesn't mean you're in danger of making a mistake that can cost you a pile of money. In baccarat, there are virtually no decisions beyond the placing of a bet. Failure to understand the rules can result in bewilderment, and it can take some of the pleasure out of the game. But you won't be punished for it. The caller simply announces the situation and the appropriate rule, and you will either win or lose. Our advice: Hang around, watch a few hands, and you'll soon feel like a pro.

In the meantime, though, here are the basic guidelines that govern the course of play and determine when the player or banker must draw a third card. As in blackjack, the player examines his cards first. Unlike blackjack, the player wastes no time fretting and fussing over whether to take a "hit." The rules of baccarat take this decision out of his control. If the player's hand totals zero to five points, he must draw an additional card (unless the bank holds a natural, in which case the player loses immediately). If the hand is worth six or seven points, the player stands. And, of course, if the hand is worth eight or nine points (a natural), the player also stands. In chart form, the player's rules look like this (keep in mind that although the chart includes the number 10, 10 really means "0"):

PLAYER'S RULES

(Note: The number 10 really means "0.")

Having	
1-2-3-4-5-10	**Must Draw a Card**
6-7	**Must Stand**
8-9	**Natural, Stands**

Whether the banker draws a third card is a far more complex matter and is at least partly determined by the third card drawn by the player. Although the rules do not state this clearly, the banker will always draw on 0, 1 or 2 (again, unless the player has a natural, in which case the game ends immediately). And the banker will always stand on a hand that totals seven, eight or nine points. If, however, the banker's hand totals three, four, five or six points, things begin to get interesting—or confusing, depending on your familiarity with the game.

BANKER'S RULES

Having	*Draws When Giving*	*Does Not Draw When Giving*
3	**1-2-3-4-5-6-7-9-10**	**8**
4	**2-3-4-5-6-7**	**1-8-9-10**
5	**4-5-6-7**	**1-2-3-8-9-10**
6	**6-7**	**1-2-3-4-5-8-9-10**
7	**Stands**	
8-9	**Natural, Stands**	

To read this chart, you must understand that the term "giving" really means that the player drew that card. For example, if the chart indicates that the banker "gave" a 3, it really means that his opponent, the player, drew a 3 on his third card. In other words, according to the chart, if the banker's hand totals three, four, five or six points, the determining factor for whether he draws a card is the player's third card. Unfortunately, what the chart does not explain is that if the player did not draw a third card, the banker draws anyway.

Confusing? At first, yes, but not after you've played for a while. Let's examine a few sample hands.

Hand Number 1

Player hand: king-4 = 4
Banker hand: 5-10 = 5

Action begins with the player. By consulting the rules of the chart, we see that the player must take a card. Let's say the player draws an 8. He now holds king-4-8—a total of two. Sorry. Bad hand.

The banker plays next. With a 5, according to the rules of play, the banker does not draw a card when "giving" an 8. Translation: The banker does not draw a third card when the player's third card is an 8. So, the banker stands with a point total of five.

Final outcome of hand: Banker wins, 5-2.

Hand Number 2

Player hand: 8-queen = 8
Banker hand: 5-2 = 7

In this case, the player has an 8, a natural. The player wins automatically. Remember, when one of the two competitors, the bank or the player, is dealt a natural, the game ends immediately and no more cards are drawn.

Hand Number 3

Player hand: ace-4 = 5
Banker hand: 3-ace = 4

The player in this situation would probably like to hold (and take his chances on the bank drawing a strong third card). This, however, is not blackjack; it is baccarat, and the player holding a hand with a point value of five has no option other than to take a hit. Let's say he draws a 9. His hand is now ace-4-9 = 4.

Now it is the banker's turn. By consulting the rules, we see that the banker, when holding a hand with a point total of four, must draw a card when the player's third card is a 9. Let's say the banker draws a king. He now holds 3-ace-king = 4.

Final outcome of hand: 4-4, a tie. Participants who have bet on the player or the banker get their money back; anyone prescient enough to have gambled on a tie wins—at 8-1 odds!

The Deal

Everything about baccarat is unique. Even the preparation of the game is dramatic: eight decks elaborately shuffled, mixed, cut and reshuffled by all three dealers—and then presented to one of the players to be ceremoniously cut. To cut the cards, the player inserts a colored plastic card somewhere in the meat of the deck. The dealers then place all eight decks into a shoe and proceed to "burn off" a few cards from the top. (The number of cards burned off is determined by the value of the first card turned over; if the card is an eight, for instance, the dealer will burn off eight cards and discard them through a slot in the table.)

Now the real fun begins.

Many players like baccarat because it is a simple game with few decisions; and yet, it is also a game that involves the players in a very direct way—more so than many other casino games. For example, after the cards are shuffled, one of the casino employees working the table will slide the shoe to the player seated in space number 1. That player is given the option to deal the first game. Let's say you are that player. You are not obligated to deal; if you feel nervous, simply slide the shoe to the next player, and concentrate on placing your bet. If, however, you crave more action, then by all means, feel free to deal!

At this point, the caller will instruct all participants to place their bets. Your first obligation here is to bet on either the banker or the player (or a tie). Remember, you deal for fun; you play to win. Let's say you throw down a $25 chip on the banker. You then extract one card from the shoe. (Don't be nervous, the card will slide out easily.) The caller will then ask you for that card, which he will place, facedown, on top of the word "Player." The next card, of course, is for the banker. The caller will tell you to leave that card, facedown, beneath the shoe (or just to the side of the shoe). The third card is then dealt to the player, and the fourth is placed under the shoe, with the banker's first card.

Banker and player now each have two cards. The caller will slide the two player cards to the person who has placed the largest wager on the player. This person then has the honor of flipping over the cards. The caller will then retrieve the banker cards from the dealer; these, too, will be flipped over and placed on the word "Banker." The caller announces point values of both hands and explains the situation (who must draw, who must stand), and the game goes on. You continue to deal until the banker loses. Then you simply slide the shoe to the player seated next to you.

That's all there is to it.

As you can see, baccarat is a game steeped in ritual. As the dealer, you are not really dealing; you are merely following instructions. And though you, as the dealer, represent the bank, you are not required to bet on the banker. Atmosphere, aided by ritual, is important in baccarat. It makes the game fun!

The Odds

Another reason for baccarat's soaring popularity is the likelihood of victory. Although all bets are even-money (other than a bet on a tie, which, as we have discussed, pays off at 8-1), the baccarat player stands a reasonable chance of leaving the table with more money in his pockets than he had when he arrived. The house advantage is comparatively low: 1.36 percent on wagers made on the player, and a scant 1.17 percent on wagers made on the banker. The casino extracts its 5 percent commission precisely because there is such a clear advantage to betting on the banker.

Video Poker

The computerized version of America's most famous card game has something for everyone. Combining a high degree of both skill and luck, video poker is a fast, enthralling game offering some of the best odds of any gambling machine. For the novice and the expert, the objective is the same: to assemble the best possible five-card hand.

The Video Version

Not so long ago, casinos offered only a handful of options for the shy or self-conscious player, the person who longed to try his hand at poker but found the prospect of sitting down at a table and engaging in competition far too daunting to seriously consider. For those customers, the casinos offered—and still do offer—slot machines and various other games demanding little skill and virtually no social interaction; after all, to each his own.

The technological revolution of the past two decades, however, has opened doors for the player who wants to become acquainted with some of the more traditional and exciting table games without actually having to confront a dealer; without having to sweat over whether the guy across the poker table is bluffing; without having to worry that he'll make some silly mistake in blackjack, like splitting kings—a faux pas that's likely not only to cost him his wager, but also to lead to some serious embarrassment.

The truth is this: Not everyone enjoys playing the tables…not even those who might enjoy the games that are played at the tables. If you fall into that category, fear not. For it is now possible to play poker (and many other games) in comparative solitude, in a lowpressure environment, thanks largely to devices known in the industry as "specialty machines," the most popular of which, by far, is video poker.

Video poker machines were introduced to betters in 1976 by the Bally Manufacturing Co. Interestingly enough, the games were, at first, considered little more than a novelty and were largely ignored by the gaming public. Two years later, though, International Game Technology began competing with Bally for floor space in casinos, and soon video poker had secured a foothold in the business. Today it is one of the fastest-growing segments of the industry. Customer demand has prompted casinos across the United States to rethink floor plans and allocate more and more space to video poker (and to some of its relatives, such as video blackjack, video slots, and video keno). Rarely in the history of casino gambling has a new game enjoyed such phenomenal popularity in such a short time.

The reasons for this remarkable growth are fairly obvious. Video poker gives the customer a chance to play one of the casino's most exciting games—a game of skill as well as luck—in a nonthreatening environment. Poker is perhaps the most well known card game in America; and yet, in the past, many people who visited casinos were so intimidated by the prospect of playing against strangers that they never gave the game a try. Video poker has changed all of that. It gives the casual player a chance to experiment with one of the truly great card games without having to worry about being humiliated—or worse, cleaned out—by a professional gambler. And, at the same time that it entertains and challenges the player, video poker serves as a tutorial; it will prepare you for a dose of the Real Thing, if that's what you want.

Then again, you might be perfectly content to do battle with a computer. If so, good luck. And enjoy the ride!

Rank of Hands

Before you play any type of poker, you should become thoroughly familiar with the rank of each hand. In video poker, as in regular poker, the rank of individual cards is from highest to lowest: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.

Easy enough, right? Understanding the rank of hands in poker is a bit more complicated. Unfortunately, there are no formulas or tricks. If you're going to play the game, you simply must commit these hands to memory. Failing to do so will surely cost you money. So here they are, the rank of poker hands, in descending order (each hand in poker consists of five cards):

Royal Flush: A-K-Q-J-10 (all of the same suit)

Straight Flush: Five cards of the same suit in sequence (for example: 3-4-5-6-7 of clubs)

Four of a Kind: Four cards of the same rank (for example: ace of hearts, ace of clubs, ace of diamonds, and ace of spades)

Full House: Three of a kind, along with a pair (for example: three jacks and a pair of fives)

Flush: Any five cards of the same suit, but not in sequence (for example: 3 of hearts, 6 of hearts, 7 of hearts, queen of hearts, and ace of hearts)

Straight: Any five cards in sequence, but not of the same suit (for example: 2 of clubs, 3 of diamonds, 4 of hearts, 5 of spades, and 6 of spades)

Three of a Kind: Three cards of the same rank (for example: king of hearts, king of spades, and king of clubs), along with any two other cards.

Two Pairs: Two sets of cards of the same rank (for example: 7 of hearts, 7 of spades, queen of clubs, and queen of diamonds), along with any other card

One Pair: Two cards of the same rank (for example: jack of clubs, jack of hearts), along with any three other cards

No Pair: A hand with no matching cards. In this case, the value of the hand is determined by the highest card (for example: ace of hearts, 10 of diamonds, 9 of spades, 3 of spades, and 2 of clubs; this hand is known as "ace high")

How to Play

When you walk into a casino, it isn't hard to spot the video poker machines. From a distance, they will look like slot machines. And when they pay off, they will sound like slot machines. Typically, though, customers stand while playing the slots; when playing video poker, they sit in chairs. This gives the player the feeling that he is involved in a real game, one that requires concentration and skill, and not merely mindless repetition. Almost like sitting at a poker table.

The typical video poker machine has a small video screen on which the player's "cards" appear. (There are no real cards, of course, just as there is no real dealer.) Beneath the screen, or to the right of the screen, is a group of buttons. When you're ready to begin playing, you will insert a coin (or several coins, depending on the specifications of the machine, which we will discuss later). The next step is to push the button marked "Deal."

At this point, the computer that controls the machine takes over. Each hand in video poker is dealt from a new, freshly shuffled 52-card deck. Each hand consists of 10 cards. The skeptic—or the technophobe—might question the "integrity" of the dealer. After all, at least when playing real poker, you see the dealer actually cutting and shuffling the cards. In video poker, a certain leap of faith is required. But you needn't be concerned. The cards are selected by a computerized device known as a "random number generator." The same technology applies to slot machines. There is, however, a huge difference between video poker and slots. The slot machine player simply drops a coin, pulls the lever and hopes for the best. When playing video poker, you are, to a degree, at the mercy of the machine. But you have an opportunity to make choices that will undoubtedly affect the outcome of the game.

Simply put, the difference is this: Playing the slots is passive; playing poker—even video poker—is active.

After you hit the deal button, your first five cards will appear, faceup, on the screen. (The second group of five cards remains in the computer's system, in reserve; they will serve as replacements for the cards you have been dealt, should you choose to draw any new cards.) After you've examined your cards carefully, you will decide which cards you wish to keep and which cards you wish to discard. Beneath each of the cards in your original hand is a button. By pressing any of these buttons you are electing to "hold" that particular card (in fact, the word "Hold" will appear on the screen, above or below each of the cards you have elected to keep). So, if you want to keep two of the cards you've been dealt, and discard the other three, you simply push the buttons that correspond to the cards you'd like to keep (you may keep as many cards as you like—from one to five).

When deciding which cards to keep and which to discard, there are a few basic guidelines to follow, the most important and obvious of which is…know the odds. A foolish risk often taken by the novice poker player involves the straight. Let's say, for example, that you are dealt the 3 of clubs, 4 of hearts, 6 of diamonds, 7 of spades and ace of spades, a hand commonly referred to as an "inside straight." Your first inclination would be to discard the ace and go for the straight. The odds, however, are not in your favor. In fact, the odds against drawing a five and completing the straight are 11-1. So, unless you're feeling extraordinarily lucky, you should discard everything except the ace and take four new cards.

Following is a list of poker hands and the odds against improving them in logical fashion. Before you play, you'd be well advised to commit the odds to memory.

VIDEO POKER: KNOW THE ODDS

Opening Hand	*Cards Taken*	*Desired Hand*	*Odds*
Pair	**Three**	**Two Pairs**	**5-1**
Pair	**Three**	**Three of a Kind**	**8-1**
Two Pairs	**One**	**Full House**	**11-1**
Three of a Kind	**Two**	**Full House**	**16-1**
Three of a Kind	**Two**	**Four of a Kind**	**23-1**
Four-card Flush	**One**	**Flush**	**4-1**
Two-sided Straight	**One**	**Straight**	**5-1**
Inside Straight	**One**	**Straight**	**11-1**

Changing Your Mind

After making your selections, take another hard look at the computer screen; make sure that you are comfortable with your choices. If, for any reason, you wish to change your mind (maybe you accidentally pushed the wrong button), now is the time to do it. Most video poker machines allow you to rectify mistakes by pressing a button marked "Error" or "Erase." Hitting the error button simply gives you another opportunity to make your selections; it will not void your hand, nor will it prompt the computer to deal you a new hand. If you have been dealt an extraordinarily strong hand, you may wish to keep all of your cards. In that case, simply press all five hold buttons.

Note: On some machines, you will not be asked to designate the cards you wish to keep; rather, you will be asked to select the cards you would like to discard. The procedure, however, is the same. Simply press the button corresponding to the cards you would like to throw out. The computer will automatically mark those cards. If you want to keep all of your cards, press the button marked "Stand."

After you've designated the cards you want to keep, and you're completely satisfied with your selections, it's time to ask the dealer for replacements. Press the button marked "Draw" (on many machines it's the same as the button marked "Deal"). The cards you have elected to hold will remain on the screen; those you have discarded, however, will be replaced by new cards.

Video poker is much like regular "five-card-draw" poker in that the five cards you possess after the draw represent your final hand; you are not allowed to take any more cards. Unlike live draw poker, however, there is no bluffing. If your hand is strong enough, you win. And, since you are competing against a standard (the house's fixed schedule of payoffs), rather than against another player, you'll know in advance how much each winning hand is worth.

If you have a winning hand, one of two things will happen: Either coins will drop into the well at the bottom of the machine (one of the sweetest sounds in any casino), or a credit meter on the video display will tell you how much you've won. The credit meter keeps track of your earnings as long as you play. When you're done, simply press the "Cash-out" button and wait for the coins to drop. The credit meter simplifies the game by allowing you to play without having to continually insert coins into the slot.

Video poker is the perfect game for the novice card player. Although you do need some knowledge of poker, you need not be an expert. Winning hands, with their respective payoffs, are posted near the video display. Winning at video poker is similar to winning at slots in that the more coins you insert, the more money you are paid on a winning hand. You can also become eligible for bonus payoffs by playing the maximum number of coins. For example, in video poker the payoff on a royal flush (poker's best hand) is typically 250-1. Put in one coin, draw a royal flush and the machine will return 250 coins. Two coins will pay 500 coins, three coins will pay 750 and four coins will pay 1,000. If you insert a fifth coin, however, the jackpot increases dramatically, to 4,000 coins!

Following is a standard video poker payout schedule, with hands listed in descending order, from strongest to weakest. Remember, the payout is one coin, not one dollar. In most casinos, one hand of video poker can be played for as little as 25 cents. Some machines require at least a quarter; others require a minimum of one dollar. In either case, the minimum required to play the game is represented by the phrase "one coin."

As you can see, some hands that often reap rewards in live draw poker are considered losers in video poker. Any small pair, for example. When playing video poker, always keep in mind that a pair of 10's is no better than a pair of 9's—or a pair of 3's for that matter. You need to "catch" (specialty machine jargon for getting the cards, or numbers, you want) jacks or better to win. Remember, you're playing against the machine, not another player.

You should also know that the payout schedule shown is for nonprogressive machines. Progressive machines usually feature a grand prize that continues to swell until someone hits the grand prize. Payout schedules on these two types of machines are similar, but not identical. Typically, for example, the progressive machine offers a bigger pot of gold at the end of the rainbow, but smaller rewards on some other hands, such as a full house or a flush. And, although draw poker is by far the most common type of video poker game, you might also encounter machines that offer jokers or deuces wild. Again, payout schedules on these machines will differ slightly.

VIDEO POKER PAYOUT SCHEDULE

Hand	*1 Coin*	*2 Coins*	*3 Coins*	*4 Coins*	*5 Coins*
Royal Flush	250	500	750	1,000	4,000
Straight Flush	50	100	150	200	250
Four of a Kind	25	50	75	100	125
Full House	9	18	27	36	45
Flush	6	12	18	24	30
Straight	4	8	12	16	20
Three of a Kind	3	6	9	12	15
Two Pair	2	4	6	8	10
Jacks or Better	1	2	3	4	5

Video Poker Strategy

The trick in video poker, obviously, is knowing which cards to keep and which cards to toss aside. Because there are so many possibilities on each hand, strategy can be incredibly complicated, depending on how daring you are. The ultimate goal is a royal flush, with its attendant jackpot, but does that mean you should risk a probable straight, with its lower payoff, just to go for the big money? Should you break up a pair (and throw away the possibility of getting three of a kind or four of a kind) to go for a royal flush? Well, maybe yes, maybe no. There are no easy answers. Each situation calls for a thorough examination of the hand and wallet, coupled with—as always—common sense.

Let's say you're dealt the jack, queen and king of spades, along with the 10 of spades and 10 of hearts. You have a pair of 10's, and the possibility of drawing another 10, for three of a kind. Clearly, though, in this situation, you'll want to discard the 10 of hearts and go for the royal flush (or, as a consolation prize, a regular flush).

Then again, if you draw the jack and queen of spades, along with the 10 of hearts, 10 of spades and 10 of diamonds, you'll want to think very carefully about trying for a royal flush. After all, you already have a three of a kind—a guaranteed winner. Taking risks is half the fun of gambling, of course, but the other half is winning. There are two good rules of thumb when playing video poker:

1) Never break up a winning hand.
2) Always stand on a "pat" hand.

Sound confusing? It shouldn't. A winning hand is not necessarily a pat hand. If you have three of a kind, it's a winning hand, but it's also a hand that might be improved by taking two cards. A pat hand, though, is one that either can't be improved or might be ruined by drawing cards. The following are pat hands: a royal flush, a straight flush, four of a kind, a straight, a flush and a full house.

The possible exception to this rule is when you are only one card away from a grand prize payoff; if, for instance, you hold the king, queen, jack and 10 of clubs, along with the 9 of diamonds. This is a straight and a clear winner. However, it's also tantalizingly close to a royal flush (exchange the 9 of diamonds for the ace of clubs). And the payout on a royal flush is so large that it might be worth a try.

Then again…maybe not. It's up to you. Regardless of your approach to the game, video poker is an eager opponent.

Slot Machines

Slot machines have captivated gamblers for more than a century ever since a San Francisco machinist named Charles Fey invented the first one in the 1890s. Fey's machines were sturdy little beasts handcrafted from cast iron, and they soon began showing up in bars and taverns throughout the Bay area.

The Liberty Bell, as the first model was known, quickly acquired a large and devoted following. Although technologically primitive, it operated on the same philosophical principle that drives the slot frenzy of the 1990s: People love the idea of risking a small amount of money for the chance to win a large amount. Customers would sit on their bar stools and pump coins into the Liberty Bell all day, waiting…hoping…for a huge return on their investment. Charles Fey certainly did all right. As did the tavern owners who stocked the Liberty Bell and split profits with Fey, 50-50.

Though clunkier and less sophisticated, the Liberty Bell bore a definite physical resemblance to today's slot machines. On the front were three windows through which three different wheels could be viewed. On each of the wheels were 10 different symbols. Some were taken from playing cards (the intent, after all, was to attract customers already familiar with gambling): diamonds, spades, clubs, hearts. Others represented bells, horseshoes and stars. Customers spun the three wheels by pulling a long arm attached to the side of the machine.

The early games were quite simple. A customer inserted a coin into a slot (the minimum amount required for a single play varied—from a nickel to a silver dollar), then pulled the arm and waited, transfixed, while the Liberty Bell worked its magic. Although several rows of symbols were at least partially visible through the machine's windows, only the symbols that lined up across the middle row—or "pay line"—mattered. Payouts were based on a fixed schedule that was printed on each machine, and redeemable in the form of alcohol (the early Liberty Bells, remember, were found almost exclusively in bars). The smallest prize was one drink, which the player won if he "caught" (slot parlance for hitting the right symbols) two horseshoes. The biggest prize, for three bells, was 10 drinks.

For a time, Fey had a monopoly on the slot-machine business. But in the early 1900s, Herbert Stephen Mills, a businessman who specialized in manufacturing carnival games, obtained one of the Liberty Bells and decided to copy its design. (Patent laws did not then cover devices used for gambling purposes.) He recruited the foreman of Fey's manufacturing operation, went into business for himself, and soon eclipsed Fey as the United States' leading producer of slot machines. It was Mills who designed the layout commonly seen on modern-day slot machines: three wheels clearly visible behind three windows, with symbols that include a variety of fruits—peaches, plums, oranges, cherries, lemons—as well as the bell and bar. Players won prizes if the symbols lined up in certain ways.

Mills also understood the psychological power of the slot machine, which is why he made the windows larger and clearer—so that players could easily see not only the pay line but other rows as well. That way, if the row immediately below the pay line revealed a winning combination, the player was teased (tricked, actually) into thinking he had "almost" won. And so he would naturally keep inserting coins into the slot.

It was the notion of teasing that led Mills to invent the first slot-machine "jackpot." In the middle of the machine was another window, through which the player could see a box filled with coins. Each time someone played the machine, a percentage of the coins flowed into the box. And the box continued to swell until someone hit the jackpot—typically represented by three bars. The sight of all that money, of course, kept customers in their seats, yanking on the handle, hoping for some reward.

Speaking of the handle…according to popular legend, the slot machine acquired its infamous moniker in the 1930s, when a judge imposing sentence on a defendant found guilty of running an illegal gambling operation referred to the devices as "one-armed bandits." Or so the story goes. True or not, it's an appropriate nickname, for slot machines have picked a lot of pockets over the years. Then again, they've also spit out a lot of money. The trick—in 1897 or 1997—is to be in the right place at the right time; to be staring down the one-armed bandit when the bells ring and the sirens scream, and the jackpot light burns bright.

An Array of High-Tech Machines

Modern technology has changed the slot machine in many ways. Today's slots feature a variety of multiple-coin, multiple-line options. They keep track of credit, and offer video options and progressive payoffs of up to $10 million. You can play for as little as a nickel (still!) a pull, or as much as $500 a pull. Actually, you don't even have to pull. Most machines now offer push-button options, making the traditional lever unnecessary.

But guess what? Casinos operators have discovered that a large percentage of their customers like the lever. A few years back, attempts were made to radically alter the machines by removing the handles and replacing the traditional spinning reels with video screens. The response was overwhelmingly negative. So, the vast majority of machines today combine modern technology with traditional aesthetics. Video slot machines are available, but they are in the minority. As we approach the 21st century, the one-armed bandit—reels and all—is still the one-armed bandit. Whether you use the arm is strictly your choice.

Technology has changed the game in other ways. Virtually all slot machines in operation today are controlled by computer microprocessors, the nerve center of which is a device known as a random number generator. It ensures that slot-machine play is truly "random" by selecting numbers according to a preprogrammed mathematical formula—but with no regard to sequence. The computer chooses from more than four billion numbers, which are then translated into symbols matching the symbols on the slot display. Some of the numbers are winning numbers; some are losing numbers. The percentage of winning numbers varies, depending on how the computer has been programmed.

The numbers are spit out at a mind-boggling rate: several hundred per second. And what many people do not understand is that the process continues even when the machine is not in use. If you walk away from a slot machine to get change, chat with a friend, or for any other reason, the computer continues to work. It grabs numbers, good and bad, whether you're playing or not. What this means, of course, is that there is no such thing as a machine that is "ready" or "due." More than one player has pumped coin after coin into a slot machine and walked away a loser, only to discover minutes later that the very same machine has given up a jackpot to someone else. The losing player feels angry and betrayed—sentiments that, while understandable, are actually misplaced.

The truth is, because the computer is constantly generating new numbers, winning is a matter of precise timing…and luck. If the aforementioned losing player had remained at the machine for one more pull, or two, or three…or even 50 more pulls, there is no guarantee that he would have won the jackpot snared by the player who followed him. As a matter of fact, unless he had pulled the lever at precisely the same moment, he would not have won. That is the way modern, computerized slot machines work. The machine does not pay off after a given number of pulls. It simply pays off—randomly.

How to Play

Part of the allure of playing the slots is that they are neither complicated nor particularly expensive. If you have a handful of change, you can walk into a casino, step up to a slot machine, drop in a coin, and pull the handle. And with a little luck, you can walk out a winner.

There is virtually no skill attached to playing the slots. You need only a basic understanding of the game and its procedures. The absolute beginner should know that all slot machines have a few things in common: a slot to insert coins; a tray where (if you're really lucky) the coins will land if you hit a winning combination; a glass or plastic display through which you can see the spinning reels; and a handle or button that starts each play.

After you've inserted your coin (or coins), simply pull the handle (or press the button), and hope for the best. The reels soon stop. If the right combination appears on the pay line, the machine pays off. Generally, three of any one symbol is a winning combination, with three bars being best. Some machines, though, pay off on other combinations as well. Each machine should have a payout schedule clearly marked.

As we've said, it takes only a single coin to play the slots. However, virtually all modern slot machines accept multiple coins. (At Caesars Palace, you can wager from one to 10 coins per play, depending on the model you select.) By inserting additional coins (or tokens) you can dramatically expand the parameters of the game. The simplest example of this is the nonprogressive slot machine that accepts multiple coins. On these machines, several payout schedules are posted near the display. They are generally self-explanatory: on a winning play, two coins produce twice as large a payoff as one coin; four coins produce twice as large a payoff as two coins, etc. Simply put, the more coins you play, the more coins you win. If you hit the jackpot, some machines will pay the entire jackpot amount; others require payment from a slot attendant. And there are other options. For example:

Progressive slot machines

Among the most popular casino attractions are progressive machines, which give the player an opportunity to expand the jackpot by playing additional coins. The biggest jackpot in a progressive slot machine continues to swell until somebody hits it. Players seeking the biggest prizes seem to prefer the progressive slots. Grand jackpots at progressive machines can be enormous. Prizes in excess of $100,000 are not uncommon. And some jackpots, which employ several machines linked together electronically, offer jackpots of several million dollars. (Caesars Palace, for instance, once paid three separate $1 million jackpots in a six-month period.)

Granted, the odds against winning such a jackpot are steep. But someone will win. Eventually. And that fact alone is enough to keep the machines humming 24 hours a day.

Those playing progressive slots are advised to make sure they're playing the required number of coins on each pull. Otherwise they'll be ineligible for the grand jackpot. Practically speaking, playing progressive slots without inserting the maximum number of coins required for grand-jackpot consideration is a waste of time and money.

Multiple-line slot machines

On a standard slot machine, players "cash out" only if a winning combination appears in the center pay line. But on a multiple-line machine, players can literally "buy" additional pay lines. For example, inserting one coin displays the center line, but inserting two coins displays the center and top lines; inserting three coins displays the top, center and bottom lines.

This type of machine can be fairly exotic. On the most elaborate multiple-line machines you can purchase virtually every line on the display—including diagonal lines.

Strategy

We've already pointed out that winning at slots is largely a matter of luck. There is no particular skill that will give you an advantage when playing against a slot machine. State law in Nevada requires that slot machines return a minimum of 75 percent of the money put into them; most casinos, however, claim a return of 90 to 95 percent. The house advantage is generally estimated to be 3 to 25 percent (with 4 to 14 percent being average), depending on how the machine has been programmed, the type of game being played and the player's tactical approach.

Tactical approach? In a game of luck? Well, yes. While it's true that fate is the determining factor in a game of slots, there are a few things you can do to improve the odds. Some are obvious, such as walking away from an unusually stingy machine (one that refuses to give up a cent, even when you've been playing for quite some time). But the most practical suggestion is this: Never play just one coin. Not only will you forfeit grand-jackpot eligibility on progressive machines, but even in straight slots, you'll be throwing away your money. It's been statistically demonstrated that you improve your odds of winning at slots whenever you play the maximum number of coins allowed. So if you want to bet one dollar per pull, forget about playing the dollar slot machine; you're better off inserting four quarters into a 25-cent slot.

If you like playing the slots, you'll love the Emperors Club!

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Caesars supports and participates in the American Gaming Association's Responsible Gaming Program, which proactively addresses problem gaming and/or underage gaming issues.

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Thanks to **John Elliot** for all his help getting us around Caesars.

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If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions. If you have access to the World Wide Web, you can find these at:

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If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

- **Title of Game**
- **Platform**
- **A description of the problem you're having**

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Friday between 8:00AM-5: 45PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press 1 on the main menu and listen carefully to all prompts. All titles are listed alphabetically. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press 0 on your games main menu, and you will be transferred to a Technical Support Representative. No hints or codes are available from this line. You must call Interplay's HINT Line for hints, tips, or codes at 1-900-370-PLAY (1-900-451-6869 $1.25 in Canada only). You must be 18 years +, have a touch-tone phone, and the cost is $0.95 per minute. Hints are not available for Caesars PalaceTM II on this line.

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Once again, welcome.

Brian Fargo
C.E.O.

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